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ISSUE 10

PlayStation

Official U.S. PlayStation Magazine

Legacy of Kain: Soul Reaver

Official U.S. PlayStation Magazine Issue 10 (July 1998)

July 1998
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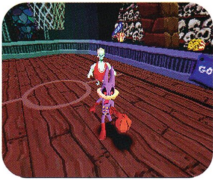

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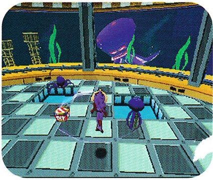

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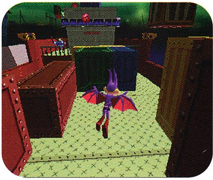
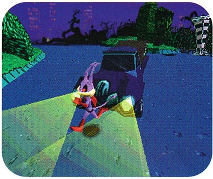


nasty bosses and all kinds of mind games. (Better watch your back.)



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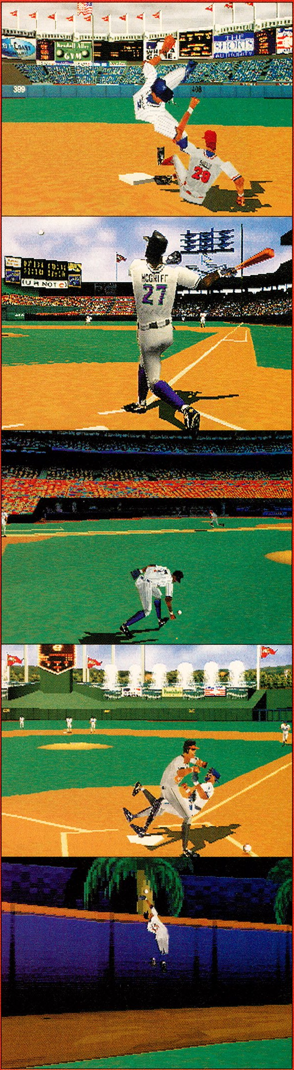
b'heivjə(r)

THE PITCHER KNOWS IT. THE BATTER KNOWS IT. THE CATCHER, THE UMP AND THE FANS KNOW IT. BUT AT 92 MPH, IT STILL HAS THE POWER TO SURPRISE.



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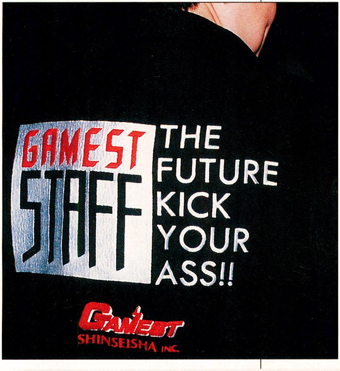
Editorial

Words of wisdom from some guy that works here



The tagline for the Japanese arcade magazine Gamest sums up perfectly the attitude of the editors of this magazine in a visceral, if not grammatically impaired way. Unfortunately, the recently unveiled OPM staff jackets will be a bit more understated.

Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff-Davis Inc. through an exclusive arrangement. As such, OPM remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

We've really opened up a can of...well we're not sure what. Contained in this innocent and harmless-looking magazine is a monstrous preview of all the hottest titles that will make their appearance at the Electronic Entertainment Expo in Atlanta which consists of more than 180 PlayStation titles. Over 180! You won't find a more comprehensive and accurate guide to what's coming out on the PlayStation for the rest of the year and beyond anywhere else. It all starts with the first shots of the highly anticipated sequel to one of last year's hottest adventure titles, Croc 2, as well as an advanced look at some of the magnificent art from Final Fantasy VIII. While we're on the subject of Final Fantasy VIII; Square and EA have formed a partnership where they will distribute each other's titles in their respective home territories (Read more about it on page 20). Announced simultaneously with the agreement was the confirmation that Xenogears, FFVIII, Parasite Eve, Brave Fencer Musashiden and Bushido Blade 2 will definitely see domestic release! It's frightening to think that we could have been deprived (or suffered a long delay) of these outstanding titles.

If all that gaming news goodness hasn't gotten you hot and sweaty, then check out our first major redesign of the magazine which better focuses the superior content. This includes bigger and more numerous screen shots of games along with packing in as much useful information as possible. We've also expanded the scope of the News section which is truly a window to all the happenings of the PlayStation and its culture both here and abroad. It's still a work-in-progress so be sure to tune in next month. There are loads of other subtle improvements you'll notice, but we'll let you discover them for yourselves.

Saving the best for last, we've topped off this month's cover with an awesome image of Legacy of Kain: Soul Reaver. Joe Rybicki totally blows the game apart starting on page 34. It's games like this that make the future of the PlayStation so exciting and continually motivates us to push the envelope with *OPM.* The future is bright and it will kick your ass!!

Wataru Maruyama
Editor in Chief

Official U.S. PlayStation Magazine

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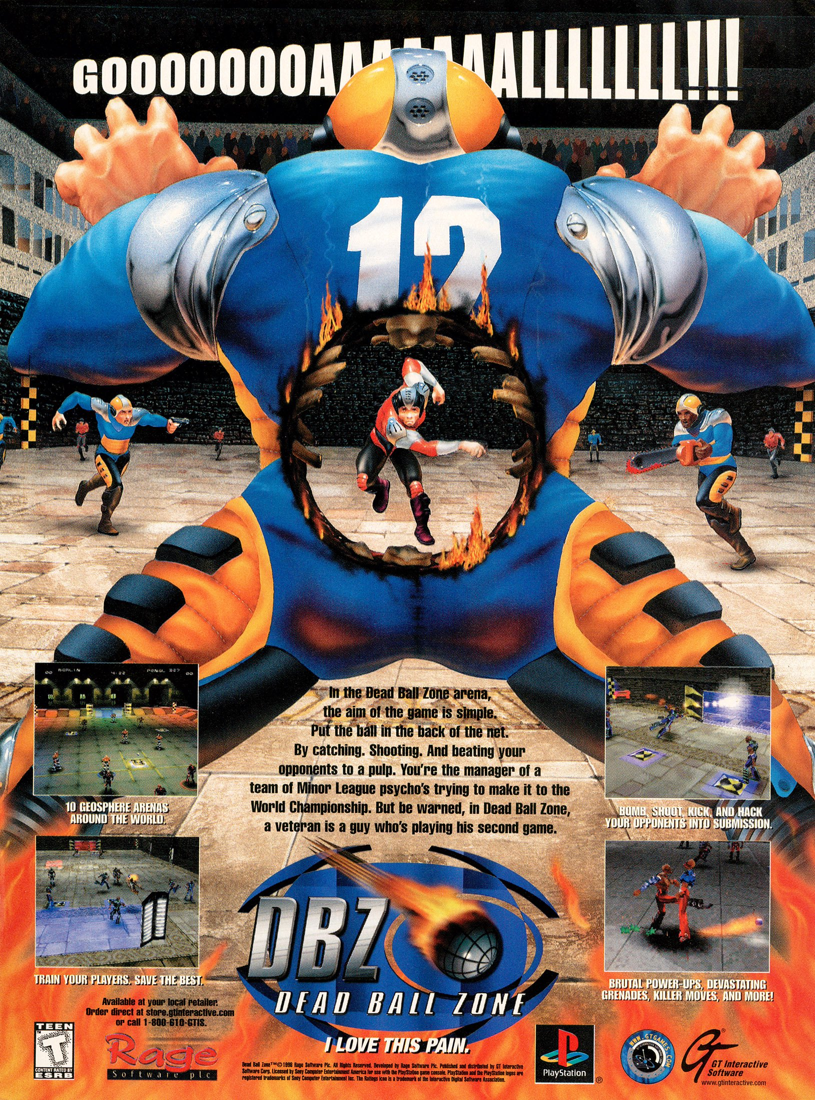

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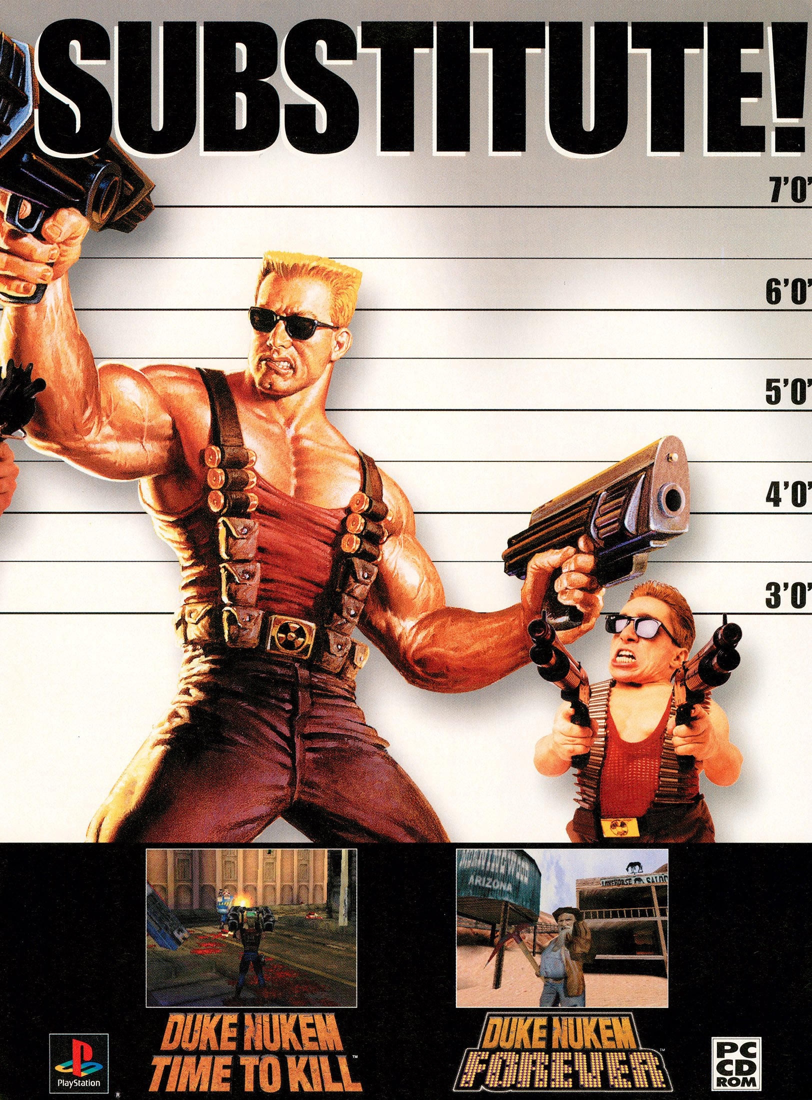
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jdsuter@bellsouth.net

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Irvine, CA

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"You guys are **Funny.**"
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Coming To America
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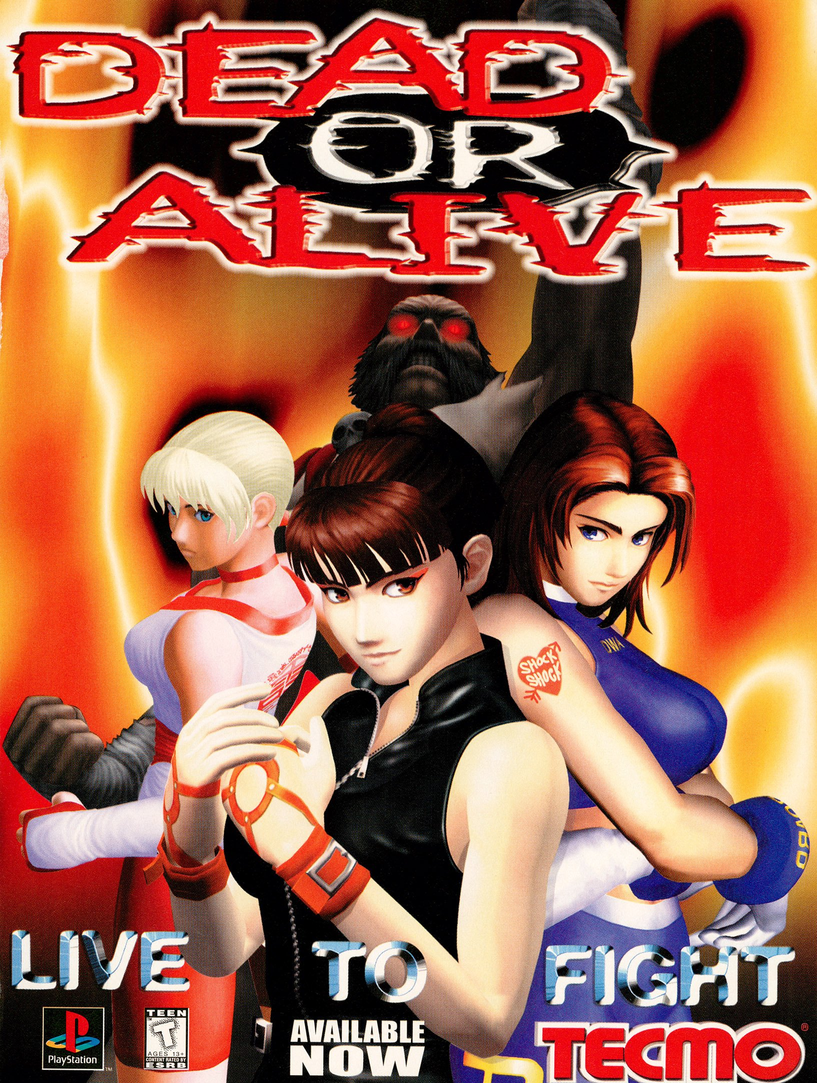
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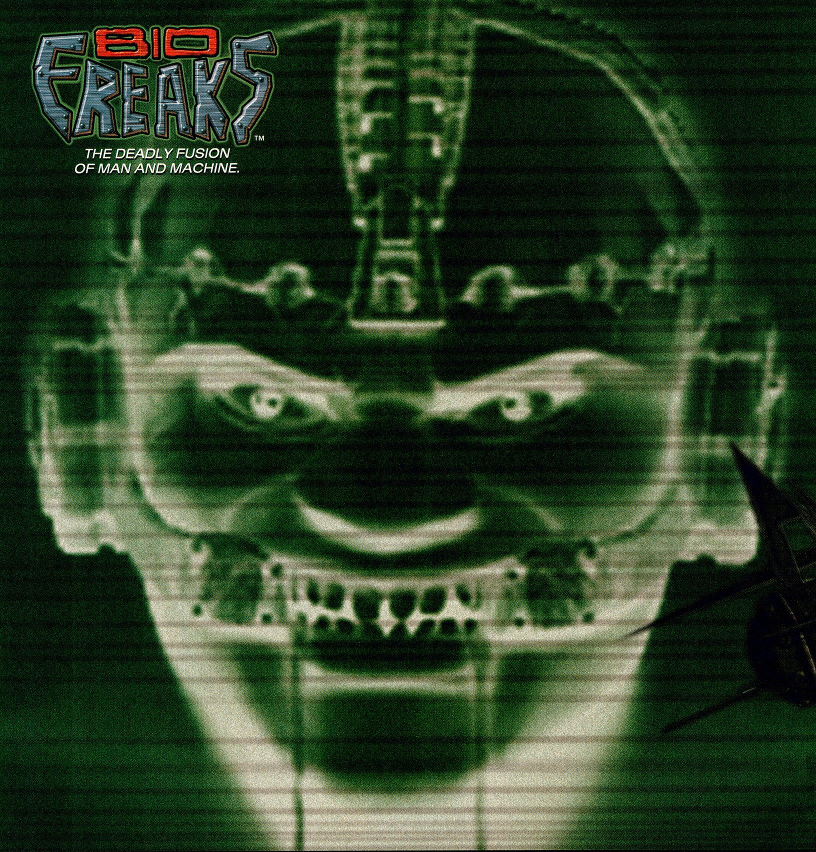

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WILL PUT YOU IN AN AMBULANCE.
HIS RIGHT ARM
WILL PUT YOU IN A DUST PAN.
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Destruct with robotic attachments.

Pulverizing arm canons waste opponents.

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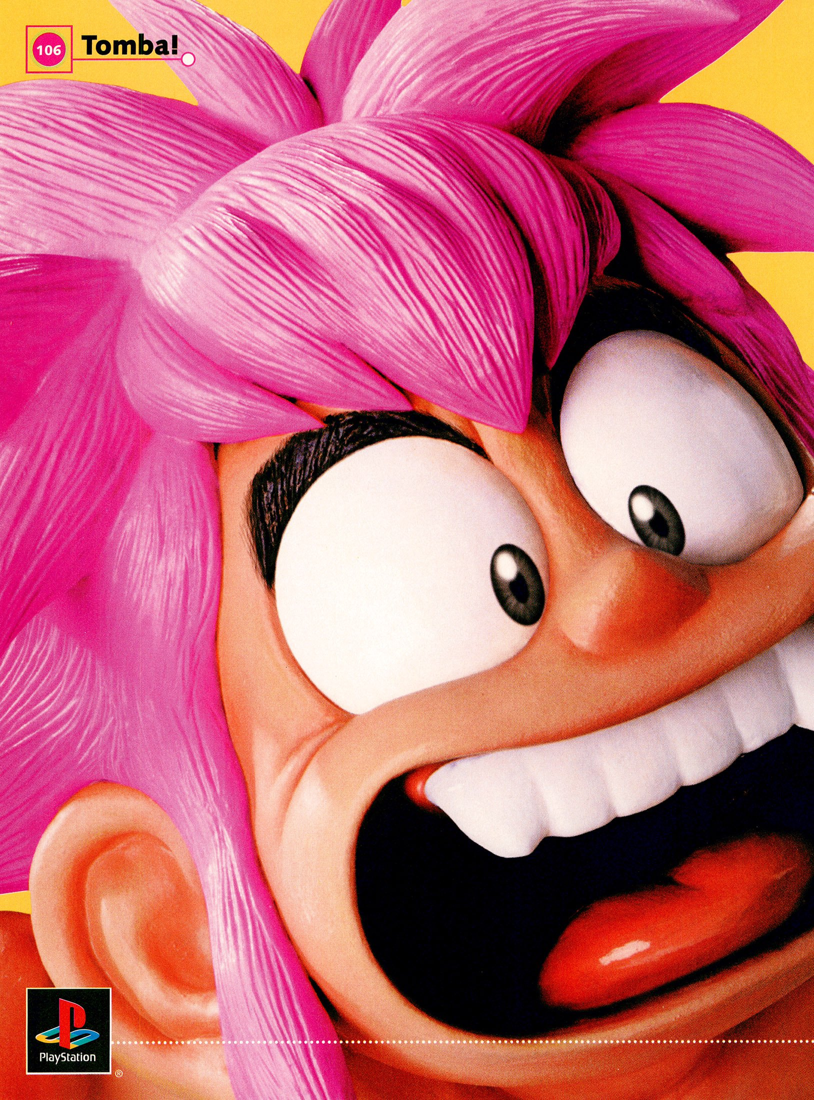

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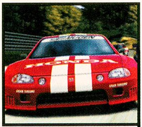
Letters

A glimpse into the demented minds of our readers



Already we've gotten some e-mails concerning last month's Gran Turismo cover. Just to set the record straight, there are in fact 166 cars in the game, as the SCEA ad near the front of the issue states, not 163. The magazine was, of course, completed before the game shipped, and three cars were added at the end of the game's cycle. Sorry for the confusion, careful readers, and thanks, as always, for pointing out our error.

Believe in Technology

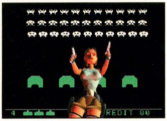
Dear *OPM*,

It absolutely amazes me to see the progression of the video game industry. We went from one little block [Pong] to the new, extra-smooth, polygonal (not to mention Slim-Fasted) Super Mario 64... *[That's a less than ideal example, Brett. —Ed]* What would happen if someone were to take a game of today and play it back in the '60s, or even 10 years ago? What would people think?

All I'm trying to get to is, I wonder what kinds of video games we'll be playing in about 10 or 20 years. We're moving too fast; we should take it slower and enjoy what we have right now. Because eventually, I believe, there will be a limit in our game progression. I mean, how far can we actually take this? Surely it can't be too much further.

Brett Ezell
via the Internet

Indeed, you can say that there will be a technological milestone beyond which video games cannot pass—but that limit will not be reached unless and until games become absolutely indistinguishable from reality, when we can't tell whether we're just playing a game or actually *experiencing* it. Technology will only stop advancing if there is literally nowhere left to go, if we can't possibly conceive of a more perfect simulation. In all likelihood, that day will never be reached. But regardless of how far things really go, rest assured that someday we'll look back at that little plumber and laugh about how primitive games were "back then."



Video Violence?

Dear *OPM*,

On the news the other day they did a piece on the violence in Grand Theft Auto. Why haven't I ever seen a piece on any other game where you can kill innocent people or animals? Tomb Raider allows you to kill endangered species. In GoldenEye you can kill innocent scientists. There are countless racing games where you can run over pedestrians. OK, I get it, you can kill innocent people, you just can't take their cars. People who complain about video violence need to pick their battles a little better.

Rip "Muskrat Love" Coyne
Santa Fe, Texas

Since the Arkansas school shootings recently, it seems that the whole issue of violence in video games has leapt back into the public eye. We've received a few different questionnaires on the subject for various school projects (Hi, folks!) nationwide. But this month, we'll keep our opinions to ourselves (no need to cheer quite so loudly) and ask you, our readers, what you think of the subject. Is it a real problem, or just overreaction? We await your response.

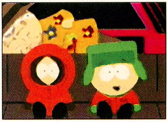
Yeah, I want Cheesy Poofs!

Dear *OPM*,

I'd like to ask if there will be a South Park game for the PlayStation. I was going to suggest it in a letter, but I recently read that one is to be made. Then after that I learned one will be coming out for the Nintendo 64 console. If there is one to be made, or being speculated, please give as much info as possible.

Jon (No, my name isn't really Kenny.)
kennyis8@aol.com

Jon, you'll be happy to know that Acclaim is indeed working on a South Park game for both the PlayStation and the competition. As of this writing, no definite information has been released; Acclaim is (understandably) keeping a tight lid on the project. But we'll let you know as soon as we get any definite info.



A Demo Disciple

Dear *OPM*,

I am an avid follower of video game magazines. I have to say that in all my years of gaming, I find your magazine the most concise, fair and easily understandable of all. The main point of my letter, though, concerns the demo disc. It has opened my eyes to games that I never would have given a second thought, until I had the opportunity to try them out. Thanks to your discs, I now have Gex: Enter the Gecko, Croc, Crash Bandicoot 2 and I plan to purchase One and Pitfall 3D. I want to say thanks for expanding my horizons. I also want to tell the developers that it is worth it to put forward the extra effort for the demos. I feel that I only spend a fraction of what some people do on games, mainly because my children are too small to be into video games yet. But the demo discs have sold me, Mr. Frugal, on games that I would not have purchased otherwise, and if I bought them based on the demo I am sure that others have as well.

Trevor V. Swanson
Phoenix, Arizona

We're proud to be the only magazine that can give you the chance to playtest your PlayStation games before dropping your hard-earned cash. The number and quality of demos will, without a doubt, continue to improve as companies realize how valuable a marketing tool they are (just look at how shareware revolutionized the PC industry). Glowing testimonials like yours, of course, will definitely help speed up the process.

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the next Letters page.

We can't wait to hear from you.

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or nonworking demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's demo disc section.

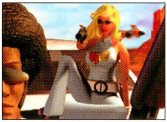
Sarcasm 101

Dear *OPM*,

I'd like to know where people come up with this stuff. G. Harris' rantings [Issue 9, p. 24; "Psych 101"] about racial overtones depicted on the April cover are absurd. There is no indication of any racial tension on this cover. You replied that the scene was possibly depicting inter-gender violence. This also is completely untrue.

To set the record straight, no prejudice of any kind is presented on the cover. It is blatantly obvious that the artwork is a triumph of the women's liberation movement. The '70s woman on the car is demonstrating her independence. She doesn't need her tough-guy companion; she might as well blow him away. (Then she could use his afro for kindling and burn her bra.) She knows that she could have the cover all to herself, but doesn't want to look like a cheesy spotlight-hog. She is forceful, but maintains dignity. What a wonderful example of girl power!

Akuma99999@aol.com



We *think* Akuma here got the point, but just to make things excruciatingly clear: Last month's remark about inter-gender violence was, in fact, sarcasm. It was an attempt to illustrate by example the fact that different meanings can be drawn from identical images. As far as we're concerned, the cover pose is simply a visual representation of the conflict between Vigilante 8's rival gangs. Period. Enough said. End of story. So lay off, huh?

And in Related News...

Dear *OPM*,

In regard to G. Harris, who felt that your cover of Vigilante 8 was racist, I have to say that I couldn't disagree more. It's a shame that in this country there are people who go out of their way to see racism where it isn't. Granted, the racial climate in the United States is still very much in question, even as we approach the millennium. And I'm not trying to imply that G. Harris is racist, just that when you go out of your way to point out what may or may not be racism, you will always tend to open yourself up to criticism of your own beliefs. If we don't get past finger pointing—like saying what's racist and what's not—we will never advance as a country.

B. Bumpus
via the Internet

Well said. It seems that this era of "political correctness" has focused our attention too much on ambiguous symbols and hidden meanings. We seem to care too much about the words and not enough about the people saying them, never giving anyone the benefit of the doubt. Please, people, there are enough problems with the world as it is; why do we have to dig around for more?

How Adult is "Adult?"

Dear *OPM*,

Throughout the years I've always heard about, but have never seen any truly mature video games. Yes, Dead or Alive is cute, but when are we older players going to be able to play a video game that really pushes the limits of the "Adult" rating—or even utilizes it, for that matter?

Jay Head
29 Palms, CA

We're actually starting to see games that push the adult rating now, starting with Grand Theft Auto. Even Psygnosis is rumored to be doing something similar. It's doubtful that sexual content will get out of hand anytime soon, but when it comes to violence, companies are definitely willing to push the envelope.

Hits are Missing?

Dear *OPM*,

I have a suggestion concerning adding a new section to your magazine. Along with the strategies in the back it would be nice to have features on the Greatest Hits games. The monthly Top 20 has shown that games that have had the Greatest Hits price bestowed on them have been keeping up in the Top 20 for ages. The success of SingleTrac's Twisted Metal has shown that gamers are willing to buy old games as much as any other game. This means that there are thousands of people who have these games, but have no idea about any strategies or cheat codes. Greatest Hits games are growing in popularity so much so that they should get the recognition they deserve, and adding a small section to your magazine would do just that.

randymil@sbt.infi.net

We hear and obey...sort of. Starting this month, you'll find some choice Greatest Hits titles in our Review Recap, for you new PlayStation owners who might be looking for a good bargain. And within the coming months we plan to begin printing some of the most wanted Greatest Hits strategies. Until then, keep checking in with videogames.com for strategies we might not be able to get to. And, as always, check out our Trick Archive for an exhaustive list of PlayStation tricks, codes and cheats.

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Nothing has grabbed you like this...

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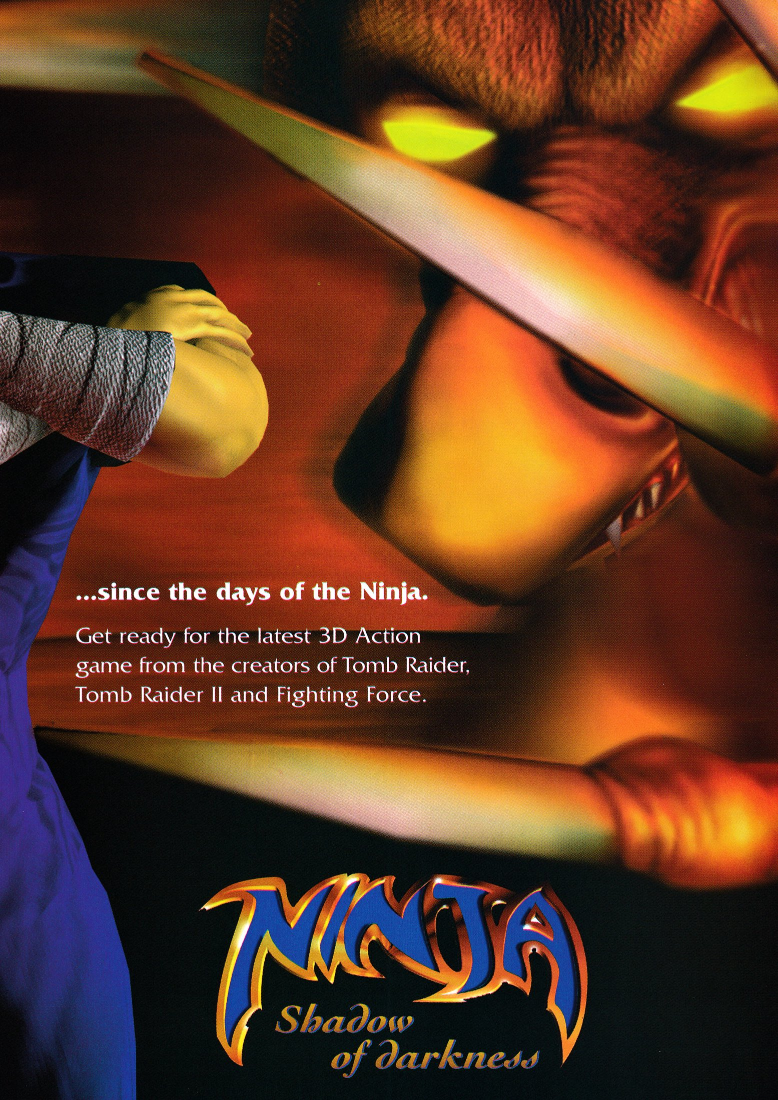


...since the days of the Ninja.

Get ready for the latest 3D Action game from the creators of Tomb Raider, Tomb Raider II and Fighting Force.

NINJA

Shadow of darkness

EIDOS
INTERACTIVE
You've been warned.

Mo' Better Games

EA and Square Form a PlayStation Dream Team

Square, known for its RPGs, and Electronic Arts, known for its sports games, teamed up in a surprising turn of events. Creating two new companies, Square Electronic Arts (in the United States) and Electronic Arts Square (in Japan), the two will publish and distribute each others' titles in their respective territories.

Put together two of the biggest software publishers in Japan and the United States and what do you get? If you're Squaresoft and Electronic Arts, you get two new companies, Square Electronic Arts LLC (in the United States) and Electronic Arts Square KK (in Japan), a new joint venture between the two.

In the United States, Square Electronic Arts has exclusive publishing rights to all future Square titles. Located in Costa Mesa, Calif., the new company is 70 percent owned by Square, 30 percent by Electronic Arts. The first four games to be released in 1998 under the new label will be Parasite Eve, Xenogears, Bushido Blade 2 and Brave Fencer Musashiden. Jun Iwasaki, vice president of marketing at Square Soft Inc. (a U.S. subsidiary of Square), will be Square Electronic Arts' president.

Across the Pacific in Japan, the two have formed Electronic Arts Square, which will publish and distribute EA's U.S. lineup in Japan, including its highly successful EA Sports line, Diablo, Theme Hospital and the Ultima series. Tamio Yamamoto, previously president of Wilson Japan Inc., will be the president of the newly formed company. Electronic Arts Square will be 70 percent owned by EA, 30 percent by Square.

The pairing of EA and Square is a great combination—Square makes some of the best RPGs and is known for creating classic console titles, and Electronic Arts has the name recognition and distribution routes in the United States to handle huge releases. Conversely, the same is true for Square in Japan (the company owns a stake in DigiCube, a software distribution system). Either way, Square's titles coming to the United States is good news for gamers.

The announcement of this joint venture does not mean that Square and EA have merged or that one is buying the other. "This is no way a merger or acquisition," Lisa Ahern, a spokesperson for Square Electronic Arts, told us. "[Since 1996,] Square has wanted to establish itself as a multiplatform publisher. We are both leaders in the industry, and it made sense to combine our territories."

Release Dates – **Parasite Eve** - September **Xenogears** - October **Bushido Blade 2** - November **Brave Fencer Musashiden** - November

22%

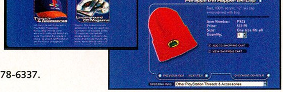
For the fiscal year '97/ '98, PlayStation hardware and software made up for 22 percent (more than l/5th) of Sony Corp.'s overall revenues. That's slightly more than the revenues generated by Sony's movie business (with hits like Men in Black and My Best Friend's Wedding). PlayStation is king at Sony.

Wear it the Same Way You Play it

Many of us magazine types can be found wearing promotional clothing for different games that we've amassed over the years (and some people only wear promo stuff because they have so much of it—you know who you are). But for those who don't have the contact with companies or visit E^3 or the Tokyo Game Show, it's hard to get a chance to wear geeky video game clothes like the pros.

Not anymore. Sony has created an online store at its Web site offering shirts, hats, jackets, CD carrying cases and more, including merchandise for particular games like Jet Moto, Blasto and PaRappa the Rapper. No true PlayStation fan can be without at least some kind of video game wear.

You can place credit card orders online at **http://store.playstation.com** or over the phone at **1-888-778-6337.**



PlayStation Online Store

PlayStation Threadz & Accessories

Parappa the Rapper Ski Cap

Item Number: PS12
Price: $12.95
Size: One size fits all
Quantity: 1

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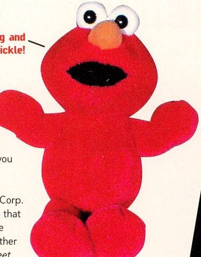
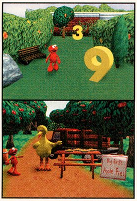


Hee, hee, hee. Polygon rendering and 3D environments tickle!

Tickle Me PlayStation

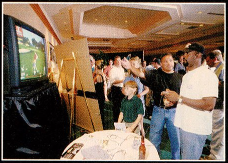
Just when you thought violent, evil and destructive video games might turn each and every gamer into roving ax murderers with no jobs and no social lives, along come a couple of edutainment titles that'll make you believe in the good of mankind all over again.



NewKidCo and Alpha Software Corp. recently announced a joint venture that will spawn at least two titles for the PlayStation (and maybe some on other systems too) based on *Sesame Street* characters: Elmo's Magical Number Tour and Elmo's Magical Letter Tour. Both are scheduled for release in October. Players will guide Elmo through "fantastical 3D worlds" hosted by other *Sesame Street* faves, all in polygonal form. The actors from the show will provide the voices for the characters.

Hootie Digs PlayStation

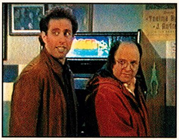
Hootie's a PlayStation fan, and golfer. So before his golf tournament, Monday After the Masters, Hootie & the Blowfish frontman Darius Rucker practiced his swing on a quick game of Hot Shots Golf. The band-sponsored tournament was also a success, drawing over 15,000 fans to watch as Rucker and golf greats like Tiger Woods played real golf.

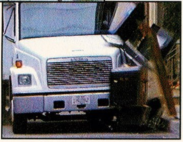


When Frogger Goes Too Far

Seinfeld is gone from TV now, but if you've been watching the last couple of episodes, you may have caught the April 24 episode, entitled "The Frogger." In it, George Costanza becomes obsessed with preserving his high score on an old Frogger arcade game at the pizza parlor where he and Jerry used to hang out. When he learns that the place is about to close, he leaps into action to save the game—buying the game and trying to remove it without cutting its power. To do that, he enlists two bumbling "professionals." The machine meets an untimely demise when it becomes part of a real-life Frogger scenario. Game over!

Hasbro Interactive, the maker of the new versions of Frogger on PC and PlayStation, swears that it had nothing to do with Frogger being in the episode but says that it shows how much retro games are making a comeback.



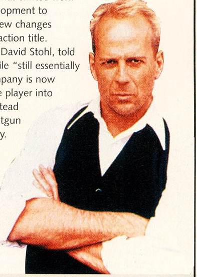


Disaster strikes when George gets caught up in a real game of Frogger.

Activision Hands Apocalypse To Neversoft

Activision recently announced that Neversoft Entertainment (known for the PlayStation port of Shiny's MDK) will take over development of its "Bruce Willis tries to stop the end of the world from happening" PlayStation title, Apocalypse. The game has shifted from internal Activision development to Neversoft, and quite a few changes have been made to the action title.

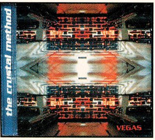
Apocalypse's producer, David Stohl, told videogames.com that while "still essentially the same game," the company is now leaning toward putting the player into the role of Bruce Willis, instead of having the actor run shotgun as a computer-controlled ally. Stohl commented that Activision is considering this "to make the game more fun, [because the effect] was cool sometimes, but not all the time." The game will now hit sometime this winter.



Fox's N20 Trips Out with The Crystal Method

Fox Interactive has signed U.S. electronica duo The Crystal Method to provide tunes for its upcoming N20: Nitrous Oxide PlayStation title, set for a release in June. The band's current album has spawned three top singles and has been on the Billboard Hot 200 for 22 weeks, and is known for their unique electronica stylings.

N20 will feature both original and remixed versions of the group's popular club hits like "Busy Child," "Keep Hope Alive," "Now Is The Time," "Trip Like I Do," "Vapor Trail," "She's My Pusher," "Cherry Twist" and "Comin' Back" making up 10 separate music tracks on the disc. Developed by Gremlin Interactive, tunes like those from The Crystal Method fit the game perfectly.



FOX INTERACTIVE

Snippets

Which of the following video game series would you most like to see turned into a movie?

Final Fantasy	2,757	Castlevania	673
Resident Evil	2,425	Tekken	561
Tomb Raider	1,565	Doom	391

* SOURCE: videogames.com main poll results for April 13, 1998 *

PlayStation

For up-to-the-minute gaming news, check out videogames.com

International

A monthly wrap-up of news happening abroad

On Making 'Tenchu'

Activision is bringing the ninja action game Tenchu to the United States. To find out the inner workings of the game's development, our online counterpart videogames.com interviewed Masayoshi Numajiri, head of Sony Music Entertainment Japan.

What films helped inspire the story, look and feel of the game?

In the beginning stages of the game's production, we were inspired by the worlds created in *Judge Dredd* (1995) and *Batman* (1989). The original concept was set in a futuristic New York City where the player, a cop who is a descendant of a ninja, would enforce justice among the criminal element. However, we started wondering why it has to be one of those sci-fi stories, and after a long discussion, we switched to a genuine Japanese world filled with traditional ninjas. The result is the game as it looks now.

Masayoshi Numajiri talks about SME's latest, Tenchu.

We were inspired by the excellence of the films *Akira Kurosawa—Shichinin no Samurai* (*The Seven Samurai*) (1954) and *Kakushi Toride no San Akunin* (*The Hidden Fortress*) (1958). We were also deeply impressed by the dynamic bloody scene in *Yojinmbo* (*Yojinmbo the Bodyguard*, 1961).

What past games helped inspire Tenchu?

Tomb Raider and also Metal Gear Solid, which is still in production.

We were surprised with the beautiful 3D maps and camera tracking system in TR, especially since it was very close to some of our initial ideas. However, we do not worry about competing with TR, as Tenchu has other unique features such as the element of stealth, which will set it apart from other games.

As far as we know, MGS will include many of the same game elements as Tenchu. This pressure has worked in a good way for us and consequently it has made us utilize the genuine Japanese world to its best. It has also motivated us to exceed MGS and helped us to keep to the production schedule.

How do you feel that Tenchu is uniquely different from other 3D action/adventure titles currently out?

Freedom of movement is it. You can proceed from the start point to goal point as you like. This might be the first 3D game that has X and Y and Z (vertical) coordinate axes in its map. Anything is possible in regard to movement—it is up to the player.

How do you think the U.S. market will react to the game?

I believe that the U.S. market will embrace the game. This is a chance for the player to become a true Japanese ninja. Tenchu could be very successful in the United States, maybe more than in Japan.

What changes will you be making for the U.S. release of the game?

Sorry, but we cannot mention the details about it, but Tenchu shall be definitely beefed up for the U.S. release.

Are you already thinking about a sequel?

Yes. We have started to think about the possibility; however, we have to focus on the localization works for a while—both NTSC and PAL versions. So it is too soon to mention any practical ideas for the sequel at this moment.

More Snippets

Enix: Enix has delayed Dragon Quest VII for the PlayStation from Christmas '98 to summer '99. The sequel to Bust A Move Dance & Rhythm action is reportedly also under way.

Square: Final Fantasy VIII will be announced on May 15, and will be released before March '99 in Japan, with a U.S. release a few months after.

Metal Gear: Current rumors have it that Konami will pack a demo of Metal Gear Solid in with Jikkyou Powerful Pro Baseball 98 in Japan which will be released on July 23.

Capcom: The PlayStation version of Pocket Fighter in Japan comes with a limited playable demo of Rival Schools: United By Fate.

Top 10

Readers' Import Request

Special thanks to the many readers who have responded to Import Game Request! Check out our international previews and tell us what you want!

1. **G-Darius** Taito - Shooting
2. **Chocobo's Mysterious Dungeon** Square - RPG
3. **Policenauts** Konami - Graphic Adventure
4. **Guilty Gear** Act Systemworks - Fighting
5. **Real Bout Special: Dominated Mind** SNK - Fighting
6. **Kitty the Cool** Imagineer - Rhythm/Reflex
7. **Ehrgeiz** Square/Namco - Fighting
8. **Gran Turismo (Japanese version)** SCEI - Racing
9. **Tobal 2** Square - Fighting
10. **Clock Tower: Ghost Head** ASCII - Adventure

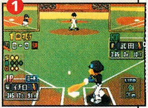
1
00517140
TO START
CREDIT

Japan's Top 10-Selling PlayStation Games

May sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

ザ・プレイステーション

1. **World Stadium 2** Namco - Sports
2. **Tekken 3** Namco - Fighting
3. **Parasite Eve** Square - RPG
4. **Gran Turismo** SCEI - Racing
5. **Shinseike Evangelion: Koutetsu no Girlfriend** Gainax - Graphic Adventure
6. **Tail Concerto** Bandai - Action/Adventure
7. **Biohazard 2** Capcom - Adventure
8. **Minna no Golf** SCEI - Sports
9. **Clayman - Clayman** Riverhill Soft - Puzzle/Action
10. **Rebus** Atlus - Tactical RPG



U.K.'s Top 10-Selling PlayStation Games

May sales rankings courtesy of Chart Track, ©ELSPA 1998:

ChartTrack

1. **Gran Turismo** SCEE - Racing
2. **Resident Evil 2** Capcom - Adventure
3. **Tomb Raider** (Platinum) Eidos - Action
4. **Tekken 2** (Platinum) Namco - Fighting
5. **Crash Bandicoot** (Platinum) SCEE - Platform/Action
6. **Three Lions** Take 2 - Sports
7. **Micro Machines V3** (Platinum) Codemasters - Racing
8. **Die Hard Trilogy** (Platinum) EA - Action, Shooting, Racing
9. **FIFA: Road to the World Cup 98 Pro** EA - Sports
10. **International Superstar Soccer** (Platinum) Konami - Sports

(Note: Platinum is the U.K. equivalent of Greatest Hits domestically.)

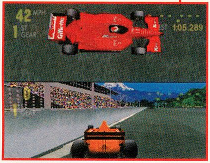
*** Import Games Sweepstakes ***
Winners will be announced next issue.

RACING. DOWN TO THE LAST DETAIL.

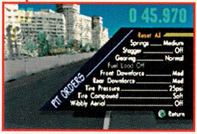
PSYGNOSIS

PlayStation

EVERYONE E CONTENT RATED BY ESRB



Make your friends eat your dust in head-to-head competition.



PIT ORDERS

Reset All

Springs .... Medium

Stagger .... Off

Gearing .... Normal

Fuel Load Off

Front Downforce .... Med

Rear Downforce .... Med

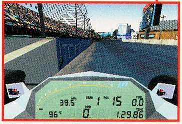
Tire Pressure 25psi

Tire Compound .... Soft

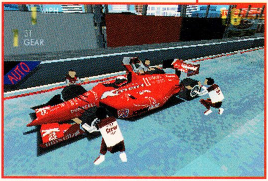
Wibbly Aerial .... Off

Return

Customize every detail of your car.



Keep an eye on your opponents using the rearview mirrors.



Adapt tire grip to changing track conditions; the crew adjusts everything to your specifications.

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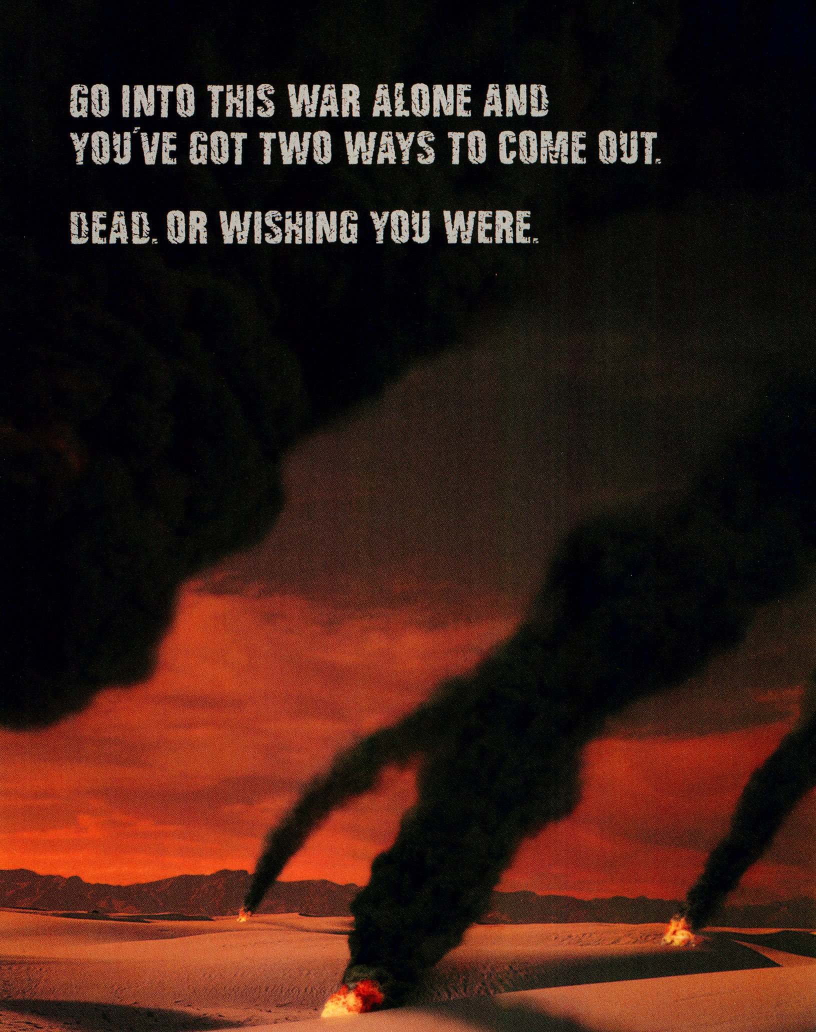
GO INTO THIS WAR ALONE AND
YOU'VE GOT TWO WAYS TO COME OUT.
DEAD. OR WISHING YOU WERE.

PlayStation

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RATING PENDING
RP
CONTENT RATED BY
ESRB

UPRISING X™
PREPARE TO DIE.

Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers.

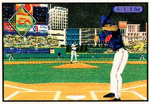
1 Resident Evil 2

Publisher: Capcom
Genre: Adventure
Last Month: 1
Release Date: Jan. 1998

Having sold over 1 million units in the United States (and 2 million in its native Japan), Resident Evil 2 continues to haunt our top spot for the third consecutive month. But how long will Capcom's reign of terror continue? We're guessing a long time.

2 Triple Play 99

Publisher: EA Sports
Genre: Sports/Racing
Last Month: —
Release Date: March 1998



Boasting improved graphics and a television-style presentation, Electronic Arts' Triple Play 99 slides into second in its first month of release. The obvious question: What will next year's version be called? Triple Play 00? Triple Play 2K?

NEW

3 Crash Bandicoot

Publisher: SCEA
Genre: Platform
Last Month: 4
Release Date: Sept. 1996

Moving up a spot from last month, SCEA's ageless marsupial continues to outrun all other Greatest Hits titles, including the Lara-powered Tomb Raider. For news on the forthcoming Crash 3, check out our lovely, but massive E^3 preview section.

4 NBA Shoot Out 98

Publisher: SCEA
Genre: Sports/Racing
Last Month: —
Release Date: March 1998

In what is unusual timing for the release of a basketball game, SCEA's latest roundball sim explodes into the Top 5 in its first month of release. One can only wonder what the Chicago Bulls' roster will look like in ShootOut 99 (or any game for that matter).

NEW

5 WCW Nitro

Publisher: T*HQ
Genre: Sports/Racing
Last Month: 2
Release Date: Nov. 1997

As the soap opera-like antics of 300-lb men (well., most of them are confirmed to be men) in spandex continue to captivate millions of cable viewers each week, WCW Nitro continues to capture the imagination of PlayStation owners everywhere.

6 March Madness 98

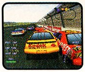
Publisher: EA Sports
Genre: Sports/Racing
Last Month: 15
Release Date: Dec. 1997

Considering these sales figures were compiled in March, it's not too difficult to figure out why EA Sports' March Madness 98 shot up nine spots to our number-six position.

7 NASCAR 98

Publisher: EA Sports
Genre: Sports/Racing
Last Month: 5
Release Date: Sept. 1997

Last month, NASCAR 98 clocked in at number five in our "PlayStation's 10 Greatest Racing Games" feature. This month, it falls a couple of slots in our PlayStation Top 20 round-up.



8 Tomb Raider

Publisher: Eidos
Genre: Action
Last Month: —
Release Date: Nov. 1996

The most recent addition to the PlayStation Greatest Hits series, the original Tomb Raider, like the original Crash, outperforms its sequel this month, debuting at a respectable number 8.

RE-ENTRY

9 NBA Live 98

Publisher: EA Sports
Genre: Sports/Racing
Last Month: 6
Release Date: Sept. 1997

The debut of NBA Shoot Out nearly knocked EA's marquee hoops title out of our Top Ten this month. Still, NBA Live 98, like other EA Sports sims, has demonstrated tremendous staying power.

10 Twisted Metal

Publisher: SCEA
Genre: Action
Last Month: 16
Release Date: Nov. 1995

Having spawned a number of recent imitators, the granddaddy of all vehicular combat games rises to our number 11 spot. Twisted Metal 3 isn't far behind, with a sneak preview inevitable at E3.

11 Bloody Roar

Publisher: EA Sports
Genre: Fighting
Last Month: —
Release Date: Mar. 1998

"It's not so far-fetched, Doctor!" Hudson's and SCEA's lycanthropic new fighter debuts at a respectable number 11, but how will it fare against Dead or Alive and the "Death Star" of fighters—Tekken 3?

NEW

12 Final Fantasy Tactics

Publisher: SCEA
Genre: RPG
Last Month: 3
Release Date: Jan. 1998

Having the words "final fantasy" in the title certainly doesn't hurt Square's and SCEA's latest role-playing masterpiece, but it nevertheless drops to our 12th spot. Still, count on this one hanging around awhile.

Source: NPD TRSTS Video Games, March, 1998. Call them at (516) 625-2345 for questions regarding this list. Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

Send your votes for the readers' 10 most wanted games to:
Official PlayStation Magazine
Attn: Readers' 10 Most Wanted,
1920 Highland Ave., Lombard, IL 60148
or e-mail us at: dindo_perez@zd.com

13 Jet Moto

Publisher: SCEA **Last Month: 11**
Genre: Sports/Racing **Release Date: Nov. 1996**

Another title that garnered a mention in last month's racing feature, the original Jet Moto rides high at number 13. Be sure to check out Streak, SingleTrac's latest futuristic racer, in this month's Previews.

14 Crash Bandicoot 2: Cortex Strikes Back

Publisher: SCEA **Last Month: 7**
Genre: Platform **Release Date: Oct. 1997**

Plummeting seven spots, Crash Bandicoot 2 occupies our number 14th spot this month. Will word of Crash Bandicoot 3, expected to appear in playable form at E^3, boost its sagging sales?

15 Frogger

Publisher: Hasbro Int. **Last Month: 8**
Genre: Platform **Release Date: Oct. 1997**

Hasbro's revitalized amphibian is lean, green and still on the scene at number 15. (Hey, that rhymes!) Having recently purchased Atari, Hasbro is said to have a Centipede update already in the works.

16 Need for Speed III: Hot Pursuit

Publisher: Electronic Arts **Last Month: —**
Genre: Sports/Racing **Release Date: Mar. 1998**

Humorous television adds depicting two little old ladies on the run from the law helped propel Need for Speed III to our number 16 spot, but will the highly acclaimed Gran Turismo blow its doors off?

17 Tomb Raider II

Publisher: Eidos **Last Month: 9**
Genre: Action **Release Date: Nov. 1997**

Poor Lara Croft suffers one of the biggest falls of the month, plummeting eight spots to number 17. Could the original adventure be cannibalizing the follow-up's sales?

18 Gex: Enter the Gecko

Publisher: Midway **Last Month: —**
Genre: Platform **Release Date: Mar. 1998**

Crystal Dynamic's and Midway's motor-mouthed reptile enters our Top 20 at number 18. How high will Gex's suction cupped feet allow him to climb? Only time will tell.

19 2 Xtreme

Publisher: SCEA **Last Month: 12**
Genre: Sports/Racing **Release Date: Nov. 1996**

OK. We admit it. We're at a loss to explain how this aged, mediocre racing title has managed to last so long on our Top 20. We suspect its low price has more than a little bit to do with it.

20 Tekken

Publisher: Namco **Last Month: 18**
Genre: Fighting **Release Date: Nov. 1995**

Like 2 Xtreme, Tekken may be relatively old—ok it's really damned old—but all similarities end there. The one that started it all still delivers plenty of bang for the buck. It's great to see how far the series has progressed.

Presents

10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Tekken 3** No big surprise here. Tekken is the greatest fighter seen on PlayStation to date, and our readers crave it.
2. **Metal Gear Solid** Apparently, last month's extended Metal Gear preview whetted more than few readers' appetites for destruction.
3. **Parasite Eve** Fret not, Square fans. This horror/RPG is a month closer to release.
4. **Twisted Metal 3** Talk about loyalty. Even after getting a taste of V-8 on last month's demo disc, readers are still clamoring for TM3.
5. **Vigilante 8** Any Twisted Metal fan, however, should check out Activision's new high-octane entry.
6. **Bushido Blade 2** Although the controls have been dumbed-down a bit, Bushido Blade 2's expanded Quest Mode still makes it a winner.
7. **Xenogears** Yet another RPG masterpiece from Square, Xenogears demonstrates role-playing games are no longer a niche market.
8. **Tomorrow Never Dies** Bad news, Bond fans—rumor has it this one's been pushed back to Q2, 1999. Aaaaaargh!
9. **Mega Man Legends** The Blue Bomber's leap into a third dimension has more than a few readers intrigued.
10. **Mortal Kombat 4** Take it from us, the PlayStation version of this quarter cruncher is smokin'. Finish him!

*** Congratulations to our July Top 10 winner: Brad Van Der Molen ***

Brad Van Der Molen's Top 5

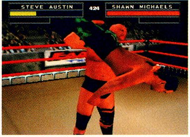
Our monthly contest winner's top five picks

1. **Parasite Eve** Trust us, Brad, you won't be disappointed with Square's latest offering.
2. **Xenogears** For more on this hot title, check out this month's Preview section.
3. **Metal Gear Solid** With any luck, we'll be playing a new rev of this one at E^3 in a couple of weeks.
4. **Legacy of Kain: Soul Reaver** Apparently, Brad is ready to walk on the dark side with Crystal Dynamics.
5. **Tenchu** Live or die by the blade in this ultra-cool ninja sim.

Editors' Top 5

What we've been playing instead of working

1. **Vigilante 8** Move over Twisted Metal, Activision's funky new vehicular combat game is here, and it rocks!
2. **NBA Shoot Out 98** "Buckle up!," cries Dindo "Air" Perez as he dunks over hapless Dave Malec's head.
3. **Hot Shots Golf** If you thought the demo was addictive, wait until you try Hot Shots' miniature golf mode. Too cool!
4. **Tekken 3** Who will be crowned king of the interoffice King of the Iron Fist tournament?
5. **Tomba!** Ride the pig, baby!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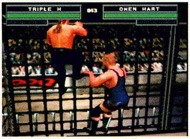
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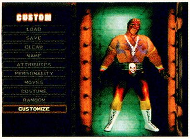
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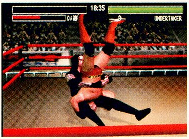
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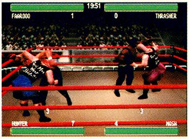
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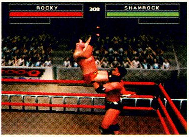
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This Month

Adidas Power Soccer '98: WC	Psygnosis	Sports/Racing
Constructor	Acclaim	Simulation
MLBPA Bottom of the 9th '99	Konami	Sports/Racing
NFL Xtreme	SISA	Sports/Racing
Pocket Fighter	Capcom	Fighting
Thunder Force V	Working Designs/Spaz	Shooter
Tomba!	SCEA	Platform/Adventure

Pocket Fighter

August

Bass Masters Classic: TE	T*HQ	Sports/Racing
Brunswick Circuit Pro Bowling	T*HQ	Sports/Racing
C: The Contra Adventure	Konami	Action
C&C: Red Alert Retaliation	Westwood Studios	Strategy
Cardinal SYN	SISA	Fighting
Circuit Breakers	Mindscape	Sports/Racing
Eliminator	Psygnosis	Action
Golden Goal Soccer	Take 2	Sports/Racing
HardBall 6	Accolade	Sports/Racing
Heart of Darkness	Interplay	Action/Adventure
IS Soccer Pro '98	Konami	Sports/Racing
Kartia	Atlus	Strategy/RPG
Sentinel Returns	Psygnosis	Adventure
Shadow Gunner	Ubi Soft	Action
Silhouette Mirage	Working Designs	Action
Small Soldiers	Electronic Arts	Action
Team LOSI RC Racing	Fox Interactive	Sports/Racing
Turbo Prop Racing	SCEA	Sports/Racing

Right: Heart of Darkness
Below: Turbo Prop Racing

Future Releases

Agent Armstrong	GT Interactive	Action
Akuji the Heartless	Crystal Dynamics	Action/Adventure
Alien Resurrection	Fox Interactive	Action/Adventure
Capcom Generations 1 & 2	Capcom	Classic
Castle of Deception	Tecmo	Strategy
Duke Nukem: Time to Kill	GT Interactive	Action
Earthworm Jim 3D	Interplay	Action
Exodus	SCEA	Action
Fifth Element	Kalisto	Action/Adventure
Fly by Wire	Shiny Entertainment	Flight Simulation
Fox Sports Interactive Hockey	Fox Interactive	Sports/Racing
Fox Sports Interactive Tennis	Fox Interactive	Sports/Racing
International Rally Championship	T*HQ	Sports/Racing
L.A.P.D. 2100 A.D.	Electronic Arts	Action
Legacy of Kain: Soul Reaver	Crystal Dynamics	Adventure/RPG
Lunar: Silver Star Story	Working Designs	RPG
Master of Monsters	ASCII	Strategy/RPG
MediEvil	SCEA	Action/Adventure
Mega Man Legends	Capcom	Adventure
Messiah	Shiny Entertainment	Action/Adventure
Metal Gear Solid	Konami	Action/Adventure
Moto Racer 2	Electronic Arts	Sports/Racing
NFL Blitz	Midway	Sports/Racing
Ninja	Eidos	Adventure
Parasite Eve	Square Soft	Action/Adventure
Populous: The Third Coming	Electronic Arts	Strategy
Poy Poy 2	Konami	Action
Psybadek	Psygnosis	Sports/Racing
Rebus	Atlus	RPG
Redline	Accolade	Action
Rival Schools	Capcom	Fighting
Salvation	Psygnosis	Action
Spyro the Dragon	SCEA	Adventure
StarCon	Accolade	Action
Star Trek: Klingon Academy	Interplay	Action
Super Bowl II	Tecmo	Sports/Racing
Tales of Destiny	Namco	RPG
Tiger Woods 99	EA Sports	Sports/Racing
Tiny Tank	MGM Interactive	Strategy
Tomorrow Never Dies	MGM Interactive	Action/Adventure
The Unholy War	Crystal Dynamics	Strategy
V2000	Grolier Interactive	Strategy
Wheel of Fortune	Hasbro Interactive	Classic
Wild 9	Interplay	Adventure
Z-Axis Soccer	Z-Axis	Sports/Racing

Above: Castle of Deception
Right: Lunar: Silver Star Story

Left: StarCon
Above: Ninja

All release dates are tentative and subject to change. More information on all Future Releases will be given as it becomes available.

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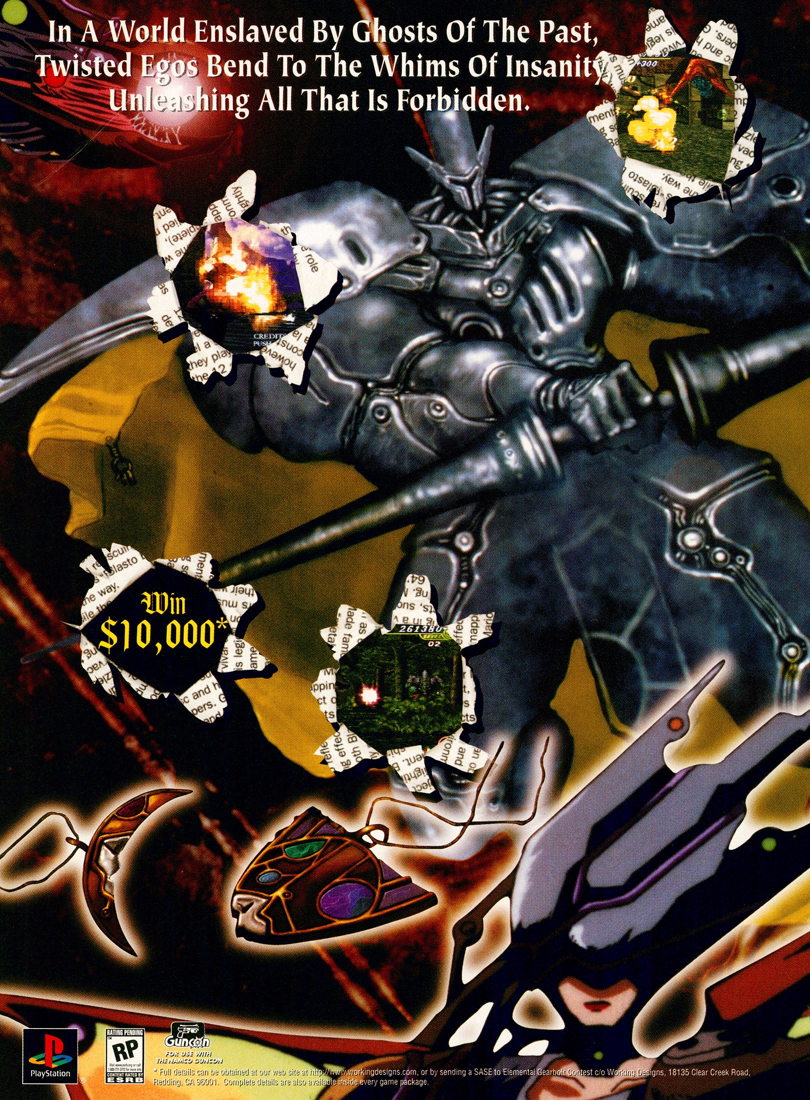
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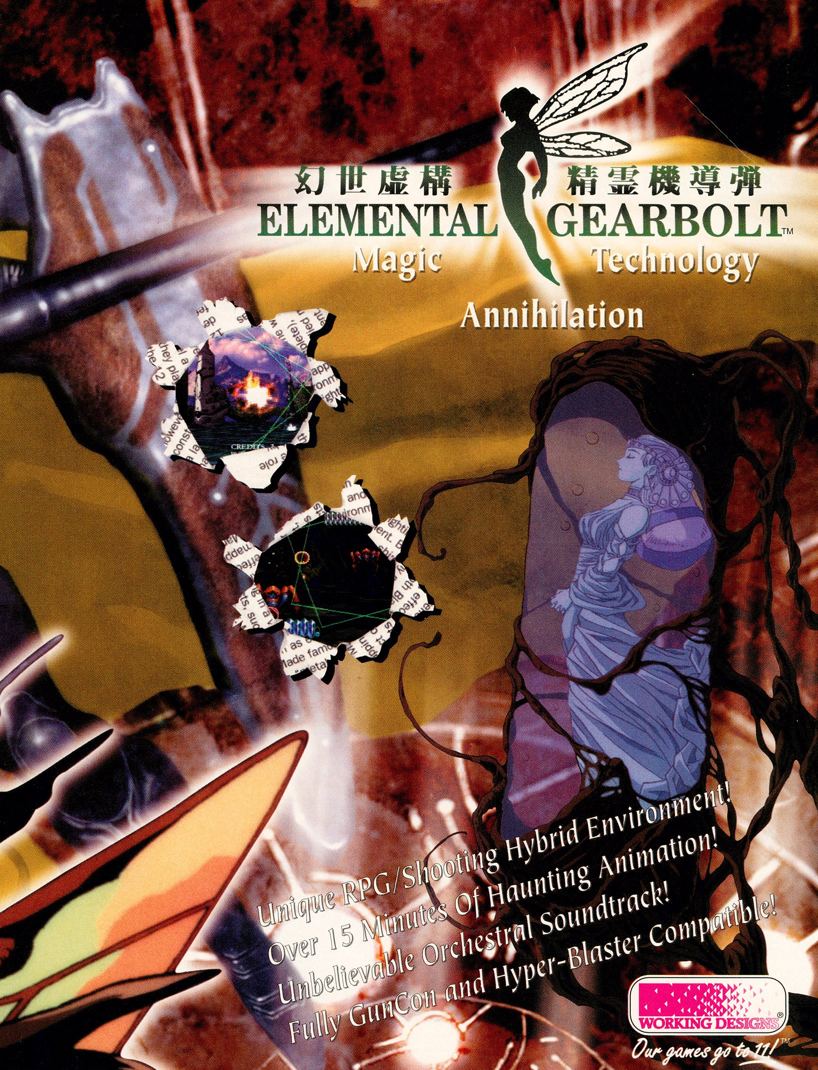

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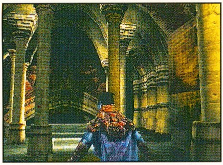
Theme Adventure/RPG	**# of Players** 1
% Complete 50%	**Availability** October
Publisher N/A	**Developer** Crystal D.

Legacy Of Kain: Soul Reaver

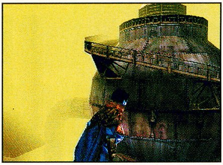


The level design team of Soul Reaver includes students of architecture. One need only look at an area like this to see the amazing results.

As you, faithful reader, no doubt know, two months ago we ran an extensive preview on Legacy of Kain: Soul Reaver, the sequel to one of the darkest—and most original—role-playing games to come along in quite some time. What we saw during the course of that preview so impressed us that we decided we absolutely had to get a closer look at this revolutionary game. So we headed out to the San Francisco area to visit the offices of Crystal Dynamics, the (slightly twisted) minds behind the amazing game. We came away with a new-found respect for game designers, and indeed for the power of the PlayStation itself, as showcased by this jaw-dropping game.

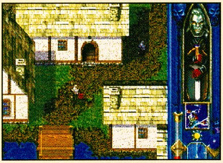
Soul Reaver is not a game that's being churned out for mass appeal. It's not an attempt to capitalize on a proven character. What it is is an effort by a group of very serious gamers to create one of the most impressive games ever seen on the PlayStation, an attempt to take the available hardware resources and wring from them the most involving, engrossing game experience possible. In short, it's an attempt to create the perfect game, not only technologically, but in terms of story and gameplay as well. And this requires planning. Lots of it.

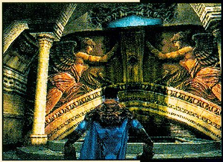
Some designers start the game design process with a prefabricated story. Others try to build around a particular gameplay mechanic. Not the Kain team. For Soul Reaver, they started with a simple question: Where do vampires come from? Amy Hennig, producer and director for Soul Reaver, explains. "There was no description of how vampires were created in the first game. The only vampire you see created is Kain, and



An Engine Dropped, an Engine Gained

It's clear from looking at any given screen shot that the game engine of Soul Reaver shares little in common with that of Blood Omen. What isn't immediately obvious is that the designers have managed to dispense altogether with the Loading Screen that so plagued the first game. The new engine allows the game's areas to be loaded from the CD on-the-fly, which means that transitions between the huge levels should be virtually seamless.





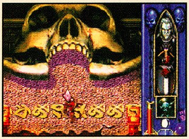
> **Vampires are a disease that the world is going to have to reckon with. And you, as Raziel, are going to be the force of the reckoning.**

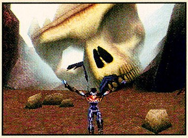
he's brought back from the dead, from the underworld. So the mythology we introduced is the idea that Kain, in creating a vampire, is drawing a soul back from the other side, and re-anchoring it into a corpse."

Now, as reported in the previous preview, when Raziel, one of Kain's first creations, oversteps his bounds, Kain casts him into a watery vortex which deposits him in the lap of the Elder. The Elder is an ancient being who serves as a sort of processing plant for soul energy; when living things die, their souls are sent to the Elder, and their energy returned to the planet. "But," explains Hennig, "if Kain creates vampires from the souls of the dead, then the whole metaphysical system of this world is disrupted, because there is no circular flow of life anymore. There's life, and then there's un-life. The world is already out of balance at the end of the first game. But nature, or the cosmos, will find a way to balance itself. It's almost like the vampires are a disease that the world is going to have to reckon with; and it turns out that you, as Raziel, are going to be the force of the reckoning."

It quickly becomes clear how the Soul Reaver team develops story elements: They simply take given events and extrapolate the logical repercussions. But this design practice isn't limited to story development; it extends to the fundamentals of gameplay as well. For example, knowing that the intention was

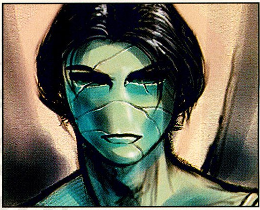
A Millennium in Nosgoth



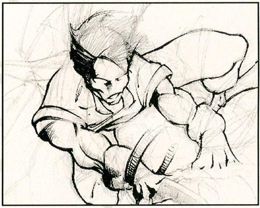


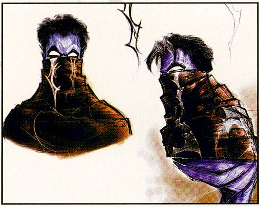
Fans of the first game will remember that once completing all his missions, Kain faced a choice: to effectively kill himself in order to restore balance to Nosgoth or to shun balance and set himself up as the ruler of the world. Soul Reaver starts off by assuming that Kain chose the latter option at the end of Blood Omen, and turned the entire world into his personal playground. In the thousand years since then, things in Nosgoth have changed radically...but there are still a few recognizable landmarks to be found. Take, for example, this giant shattered skull. Apparently, Nupraptor's Retreat collapsed upon itself following the first game. Raziel will come upon this grisly momento, and soon after find himself in the ruins of the Retreat.

Demon? Or Avenging Angel?



The character of Raziel has gone through several transformations during the course of the design process. At first, the artists wanted to underscore his role as a proponent of balance by creating an almost angelic character (above), one obviously scarred by battles but also beautiful. They decided, however, that in order for the character to be interesting, a purely angelic appearance wasn't enough. The second incarnation (below) emphasized the action-oriented side of the game, making Raziel appear almost like some sort of superhero. The final models, however (bottom), are even less beatific. The final Raziel has suffered greatly in his first confrontation with Kain, and in his material manifestation is missing some important body parts...like his jawbone and entire abdominal cavity.





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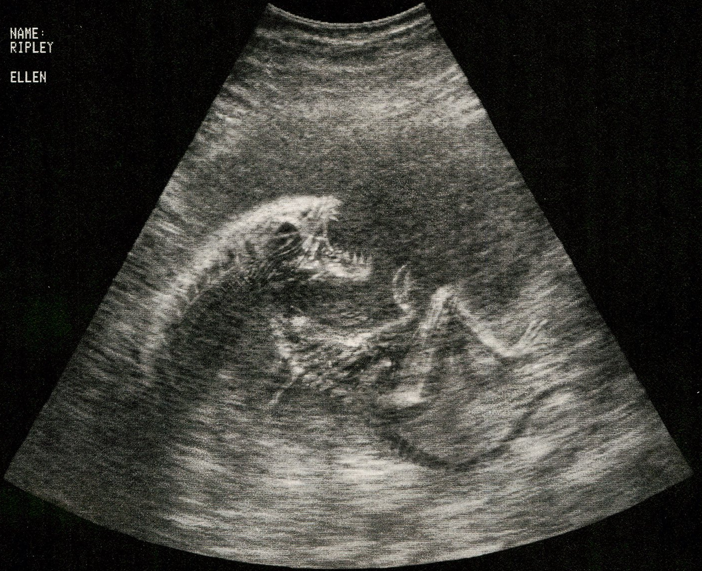

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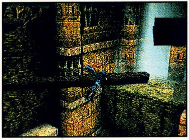
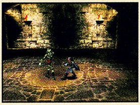


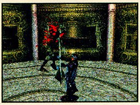
to create a fully immersive experience, we asked how saving was being handled. The response was indicative of the team's entire design philosophy. "At first," responded Hennig, "we were going to have save points; but then we decided that that was just a little too much artifice. So we decided to implement a save feature similar to the 16-Bit Zelda, where you just save before quitting out of the game. As long as you're playing you don't need to worry about saving. Because you can't die; you're already dead. There's no making you more dead than you are."

This way of looking at problems permeates the whole design process. They don't ask, "What's the easiest way out of this?" or "What will sell the most copies?" Instead, they do what is logically required by the world and the mythology they've created, in order to maintain the finished product as a cohesive—and enjoyable—experience. The results, as you can see by these screens, are nothing short of breathtaking. You'll have to take our word for it (at least until we provide you with a demo) that the game in action is even more impressive. When it was shown at our offices a few weeks after our visit, more than one staff member was heard to ask, "How do they *do* that?" And the game wasn't even halfway done.

When faced with a game that can elicit that kind of response, you really have to wonder what other surprises the PlayStation might have up its proverbial sleeve. Without a doubt, as long as there are developers with the dedication and ability to wring new tricks out of the hardware, the system will continue to move ever closer to producing the perfect game.

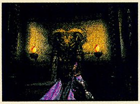
—Joe Rybicki



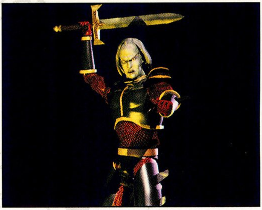


The Art of Battle

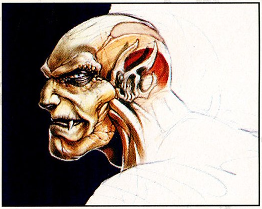
Conflict between Raziel and various vampires plays a major role in Soul Reaver. As such, the game's designers are going to great lengths to ensure that battle is a satisfying experience. Knowing that 3D space can make battles frustrating, they're including an auto-face feature (top left) which instantly turns Raziel toward the enemy. But the idea was not to make the battles easy. "The challenge," says Hennig, "was that we wanted to make combat as much a puzzle element in the game as anything else." To this end, the only way vampires in the game can be killed is by mythological means; that is, Raziel must impale them, immerse them in water, incinerate them with fire or expose them to sunlight. Assisting him in this task is the ability to pick up stunned enemies and throw them (bottom left)—into a pool of water or a wall of spikes, say—and the use of the Soul Reaver, a mystical sword Kain picked up in Blood Omen. Once the Soul Reaver comes into Raziel's possession, it becomes a powerful and versatile spirit weapon. Once properly "primed," it can be exposed to one of its elements (fire, water, sunlight, etc.), whereupon it temporarily assumes the characteristics of that element, eliminating the need to bodily transport the enemy to one of those fatal elements.

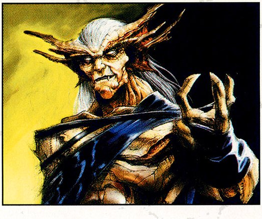


A Thousand Years Can Change a Guy



Blood Omen: Legacy of Kain followed the story of the vampire Kain while he was still a fledgling (above). Soul Reaver is set a thousand years later, and time has certainly had its way with Kain. Says Hennig, "We'd seen a little bit about the way vampires evolve with Vorador [in Blood Omen]. We wanted to take Kain and extrapolate how he'd look after a thousand years." As you can see, these prototype Kains (below) have assumed some of the characteristics of his bat form, much like Vorador did with his wolf form in the first game. The character of Kain is extremely significant in Soul Reaver, since the game's events make Kain into Raziel's nemesis. The two will come into conflict a number of times over the course of the game as Raziel grows in power, climaxing in a final battle between them.





FROM THE CREATORS OF PERSONA AND THE REVELATIONS SERIES

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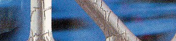
THE WORD OF FATE


Turn
02
Lv 8
Hp 100
Lv 1
Hp 100

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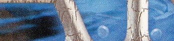
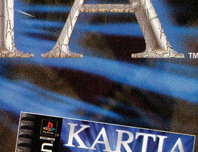

Asty
"Never, I feel sorry for my sister, but that's her fate."
Claws
"Talking about fate, what about ours..."

Character designs by Amano Yoshitaka, of Final Fantasy fame.

Two different storylines complete with FMV, spread over 30+ hours of gameplay.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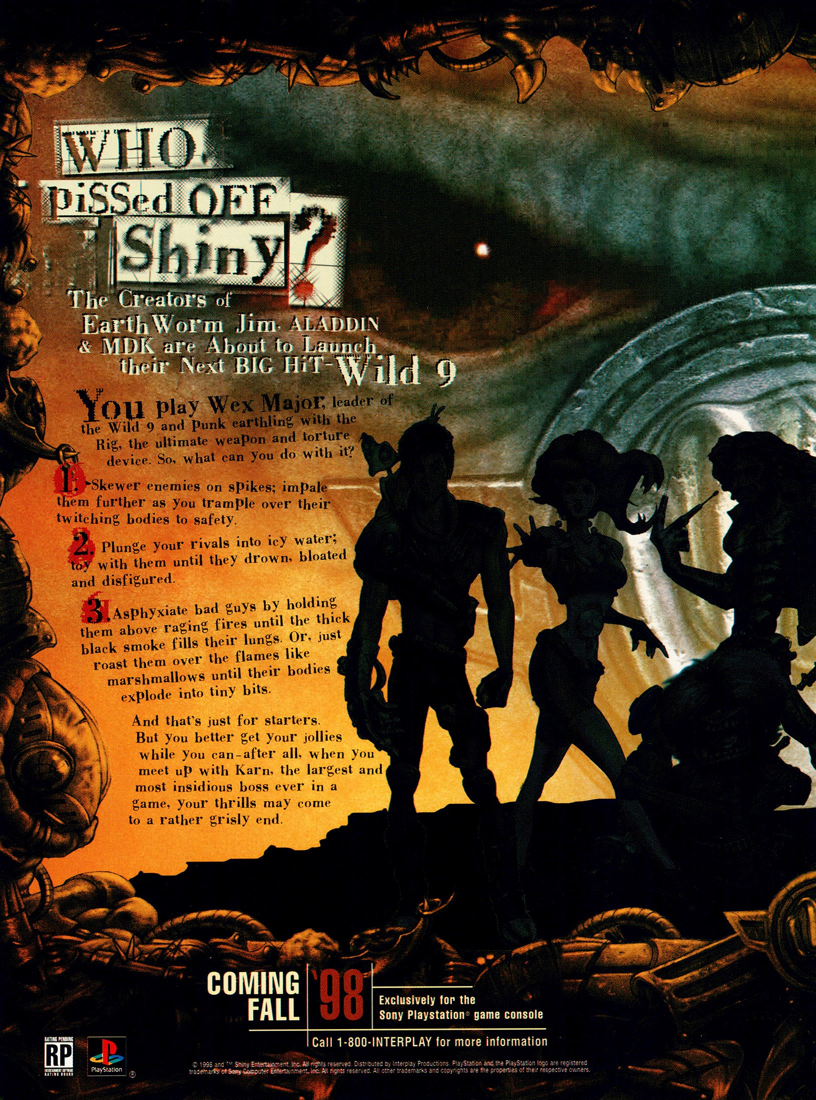

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2. Plunge your rivals into icy water; toy with them until they drown, bloated and disfigured.
3. Asphyxiate bad guys by holding them above raging fires until the thick black smoke fills their lungs. Or, just roast them over the flames like marshmallows until their bodies explode into tiny bits.

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Duck or the Decapitater will get you first!
WHOA! Watch the flying BOdY pARts
Fry him 'til he's CRISP!
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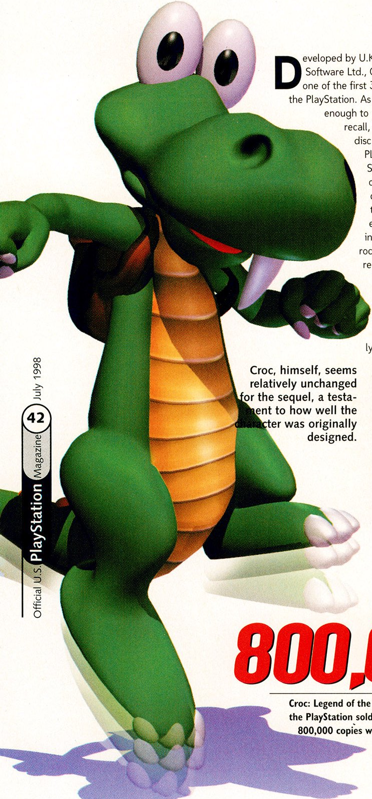
Theme Platform	**# of Players** 1
% Complete 60%	**Availability** December
Publisher Fox Interactive	**Developer** Argonaut

Croc II

Fox's green-skinned hero returns



Developed by U.K.-based 3D pioneers Argonaut Software Ltd., Croc: Legend of the Gobbos was one of the first 3D platform games available for the PlayStation. As those of you lucky or prophetic enough to purchase our premiere issue will recall, Croc earned an enviable four-disc score and was a fixture of our PlayStation Top 20 for months.

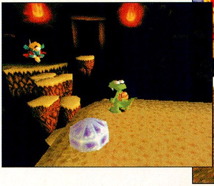
Since then, a menagerie of geckos, devils and other assorted creatures have followed in Croc's tiny, circular footsteps. Few, however, have come close to matching the game's visual artistry and rock-solid gameplay. Hoping to remain ahead of the pack, Argonaut and publisher Fox Interactive are cramming a number of technical and gameplay innovations into the game's sequel, imaginatively entitled Croc II. To find out more, we recently spoke with Fox's Dave Stalker, producer of Croc and Croc II as well as the classic sci-fi corridor shooter Aliens vs Predator.

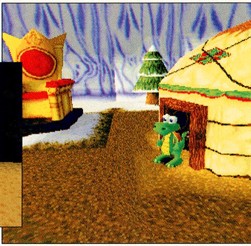
According to Dave, Croc II runs on a modified version of the original Croc engine, which, from our vantage point, ain't a bad thing. "It's a further evolution of the engine. Argonaut learned a lot from Croc that they implemented in Croc II." Running in hi-res at 30 frames per second, Croc II promises to blow away its predecessor from a visual standpoint.

Croc II will span more diverse environments as well. After defeating the evil Baron Dante, Croc leaves his adoptive island home in search of his long-lost parents. Unbeknownst to Croc, the Baron is far from finished and still has a number of nasty tricks up his sleeve.

Based on the concept art and screen shots we've seen, Croc will visit a number of unique worlds, including the Wild West, an Inca village and a snow world. Upon

Croc, himself, seems relatively unchanged for the sequel, a testament to how well the character was originally designed.



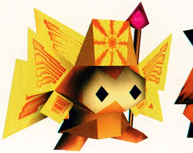


800,000

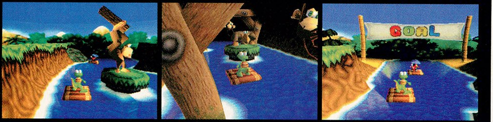
Croc: Legend of the Gobbos for the PlayStation sold more than 800,000 copies worldwide.

The Gobbos

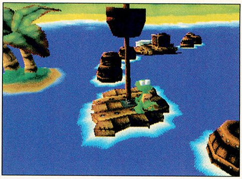
As many of you will recall, the object of the first game was to rescue Croc's furry Gobbo pals from the clutches of the evil Baron Dante. Well, the Gobbos are back, sporting all-new, level-specific attire.

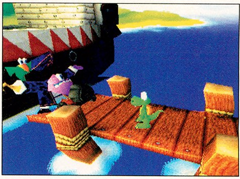


Off to the races



In addition to traveling by balloon, Croc will race his foes atop log rafts. Could a spin-off racing title starring Croc be in the works?





entering a new world, the appearance of Croc's furry Gobbo pals will change to match the environment. For example, during the Wild West level, you're likely to see cowboy and Indian Gobbos. There's also a sheriff and undertaker Gobbo!

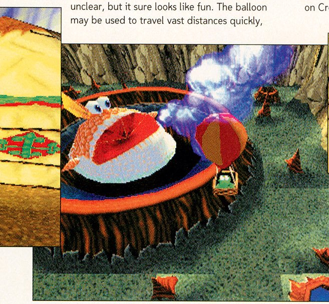
Aside from these cosmetic changes, Croc will have a number of new abilities. According to Dave, "There's a definite attempt to come up with lots of cool stuff all the time. There will be many special skills and missions....Croc has a bunch of different attacks. He can pick stuff up and throw it around. He can use different objects to enhance or change his abilities....We're busy throwing more and more at you throughout the game." Among the new things Argonaut will be throwing at you are all-new racing and flying segments. Showing shades of Diddy Kong Racing, Croc will race a number of cartoonish foes atop log rafts. How this will help Croc achieve his ultimate goal is still unclear, but it sure looks like fun. The balloon may be used to travel vast distances quickly, speeding up overworld exploration. Croc will also have "much improved swimming and ice-slides, too," according to Dave.

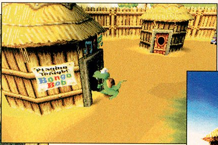
Good old Dave and the programmers at Argonaut heard gamers' complaints that there were too many small, discreet areas separated by load times within the original Croc and definitely plan to address the problem. "For the most part, we have moved from the many small sections approach to one big one." Hopefully, Argonaut will capitalize on newfound PlayStation spooling techniques to load immense gaming landscapes on-the-fly, as the makers of Blasto, One and Forsaken have.

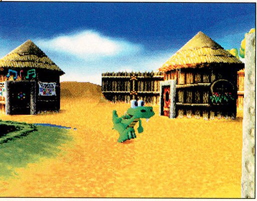
Croc II's developers also plan to take advantage of Sony's new Dual Shock controller, although it is unclear how this will be implemented.

We hope to play Croc II in addition to a number of other games from Fox Interactive at E^3. Look for more on Croc in next month's E^3 wrap-up.

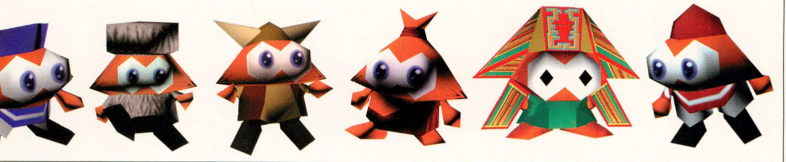
–Gary Mollohan







While we've yet to receive a playable version of the game, Croc II appears to be less linear than its predecessor, with more of an emphasis on exploration.



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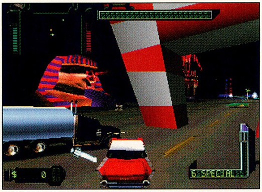
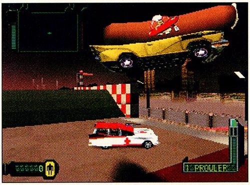
RATING PENDING RP CONTENT RATED BY ESRB

Theme Action/Adventure	**# of Players** 1-4
% Complete 70%	**Availability** October
Publisher GT Interactive	**Developer** SingleTrac

Rogue Trip

SingleTrac puts a twist on Twisted Metal





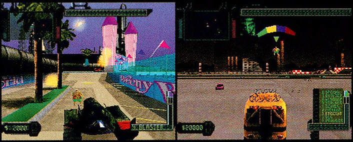
People love to blow things up. There's no denying it. With Twisted Metal still hanging around in the PlayStation's Top 20 more than two years after its release, it's clear that gamers have an insatiable appetite for immolating their friends. That's why this year we're looking at the release of not one, not two, but three separate and competing games which are fundamentally identical: Get in a heavily armed car, truck, camper or school bus and blast the hell out of anything else that moves. Those three games are Vigilante 8, Twisted Metal 3 and Rogue Trip.

What's interesting about this is the fact that Rogue Trip is being developed by SingleTrac—or, more specifically, by the team that developed Twisted Metal and Twisted Metal 2. See, when SingleTrac split with SCEA, SCEA retained the rights to the Twisted Metal name, characters, environments and everything. Just about the only thing SingleTrac got to keep was the basic game engine. So while SingleTrac is hard at work on Rogue Trip, SCEA is developing Twisted Metal 3, which in effect is forcing SingleTrac to compete with their own legacy. Did you catch all that?

Upon finding themselves in this position, SingleTrac was faced with the task of developing a vehicular combat game that *isn't* Twisted Metal, and still manage to retain the familiar style and gameplay. To this end, they've designed an entirely new cast of characters and vehicles even more bizarre than Twisted Metal's. Take the Meat Wagon, for example. Described as "a renegade version of the Oscar Meyer weeniemobile," the Meat Wagon attacks enemies by lifting its giant weenie and whacking them soundly on the head. Or take the Destroying Angel, a yellow school bus driven by Sister Mary Lascivious, a former nun turned leather-clad dominatrix.

More importantly, however, SingleTrac has added an unusual new gameplay element in the form of the tourist. Rogue Trip is set in the not-so-distant future, when a mobster known as Big Daddy (think of a cross between Marlon Brando in *The Godfather* and Jabba the Hutt) has bought up all the world's most popular vacation spots, and now charges exorbitant fees simply to visit. You play the role of an

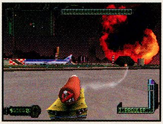
The Tourist Factor



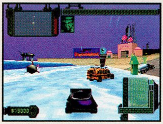
You can acquire the tourist in a few different ways. If you happen to be the first automercenary to reach him, you can just pick the guy up (left). But if an enemy reaches him first, you can either try to destroy the vehicle, or use the Premature Ejectulator, a weapon which sends him sailing skyward (right). Yes, that is a parachute.

Come on, what would you expect from a guy who drives a renegade weeniemobile called the "Meat Wagon"?

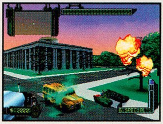
The Arenas



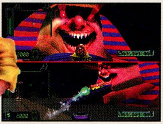
The Airport is populated by lots of destructible planes!



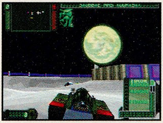
In SoCal, you can take your car surfin' on some bitchin' waves.



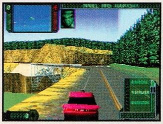
Destroy your favorite national monument at The Mall.



Get up close and personal with Big Daddy in Vegas.



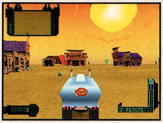
Area 51 teleports you to the moon, complete with 1/6 gravity.



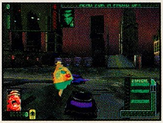
Hell-O-Stone's scenic woodland setting is not all it seems...

12

is Rogue Trip's magic number. 12 characters fight with 12 unique special weapons in 12 different arenas.



You can frolic in Tombstone's cartoon-style Old West setting.



Or, you can visit the post-apocalyptic wasteland of Nuke York.

"automercenary" hired to sneak tourists into these inaccessible spots. The real object of the mission-based game is to pick up these tourists and take them to various photo ops scattered throughout the levels. In return, the tourist pays handsomely, which leads to another major element of the game: money.

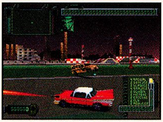
In addition to the photo ops scattered throughout the levels, you'll find various upgrade stations. These perform a number of functions, from replenishing your vehicle's health meter to upgrading any of the seven-plus weapons. But they cost. Big time. What this means is that whoever keeps the tourist happy stands a pretty damned good chance of leading the arms race as well. This turns the tourist from a somewhat contrived-seeming novelty into a truly key gameplay element. As the developers put it, "The tourist is to Rogue Trip what the puck is to hockey."

Now, although the player cannot escape the tourists and the way they effect the balance of power, those looking for a simpler Twisted Metal-style slugfest can forego the mission-based "Vacation" play and head out on a "Getaway," which is basically a fight to the death between the different automercenaries. In this mode, the tourist is still present, but is not necessary for victory. And what better way to test out one's weapons than against a friend? In this mode Rogue Trip includes support for up to four (yes, four) players: two via split-screen and an additional two via link cable.

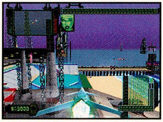
With some strong competition in the form of Vigilante 8 and the impending release of the still top-secret Twisted Metal 3, it will be interesting to see whether Twisted Metal fans will stay loyal to the name or to the engine—or if they'll defect in favor of V8's impressive presentation and generally larger, more realistic levels which contrast with Rogue Trip's whimsical, abstract settings. One thing is certain: For people who love to blow things up, it's a great time to own a PlayStation.

—Joe Rybicki

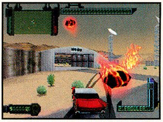
The Weapons



The weapons range from your basic machine gun...



to a manually guided cruise missile with massive power...



to a hail of meteors falling from the sky to crush your opponent.

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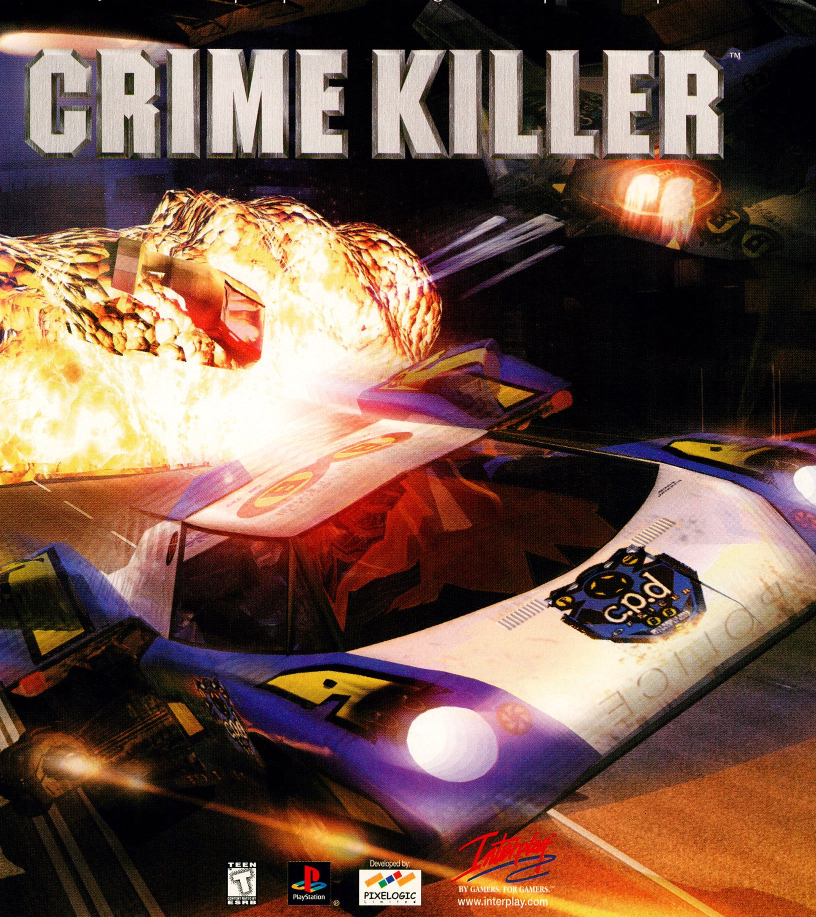
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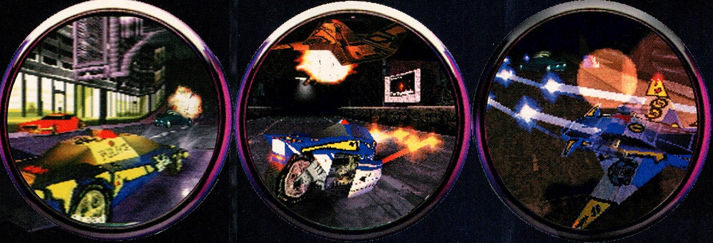

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- Bring in law breakers dead or alive (or barely alive) with high-powered non-lethal or lethal weapons like the Vulcan Cannon
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- Over 17 scenarios of adrenaline-pumping high-speed criminal pursuit missions – all caught on interior or exterior cameras
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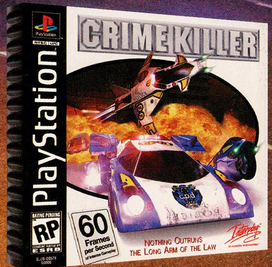
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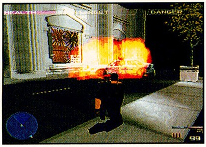
Theme	Action/Adventure	**# of Players**	1
% Complete	30%	**Availability**	November
Publisher	SCEA	**Developer**	SISA

Syphon Filter

Carnage with a sense of style and sophistication



It goes without saying that games that are standouts in a given genre will be copied and integrated with flashy concepts from other titles in hopes of creating a hybrid experience that starts its own sub-genre. Whether the developers intended it or not, Syphon Filter contains the basic feel of Tomb Raider with a heavier emphasis on action rather than puzzle splashed with a darker graphic theme and style that bears more than a passing resemblance to the upcoming title Metal Gear Solid.

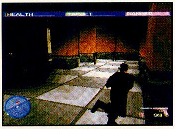
Although it's derivative, there's no denying that the game has its own identity. You assume the role of Gabriel Logan who must accomplish various objectives through seven different environments which include subways, city parks, overseas military bases and an abandoned church. Mission objectives range from diffusing bombs to picking off snipers before they take you out. Gabriel won't be easy pickings since he's got quite an arsenal at his disposal. The developers currently estimate that there could be 20 or more weapons in the game, but it hasn't been finalized yet. Certain guns are level-specific so your character won't have his pick of any gun he wants on any given level. One such gun is the scope rifle which enables you to zoom in on your victim. There is also an infrared version of this that locates enemy characters by their body temperature revealing a visible heat trail.

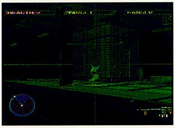
Even in its earliest stage of development, the graphics are tight as are the play mechanics. The jury is still out on the enemy AI or how challenging the missions will be, but what we've seen so far is extremely promising.

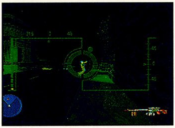
—Wataru Maruyama

20

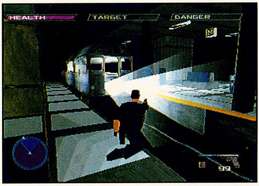
The developers estimate that there will be 20 or more weapons available for the main character to use. Many of these will be level-specific and cannot be used in every level, adding to the challenge.

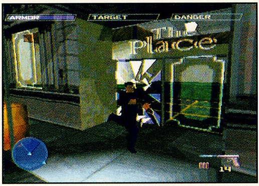


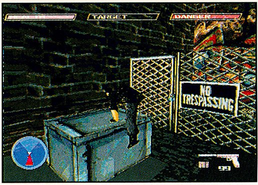




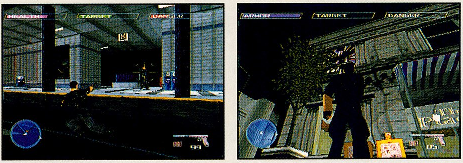
The cool infrared scope targets and tracks down enemies by their body heat.







If secret agents obeyed "No Trespassing" signs, the world would be a more peaceful place. A little boring perhaps, but peaceful.



Lock-On Shooting

Gabriel can lock-on to a particular enemy, enabling him to dodge effectively while drilling the poor sap with lead.

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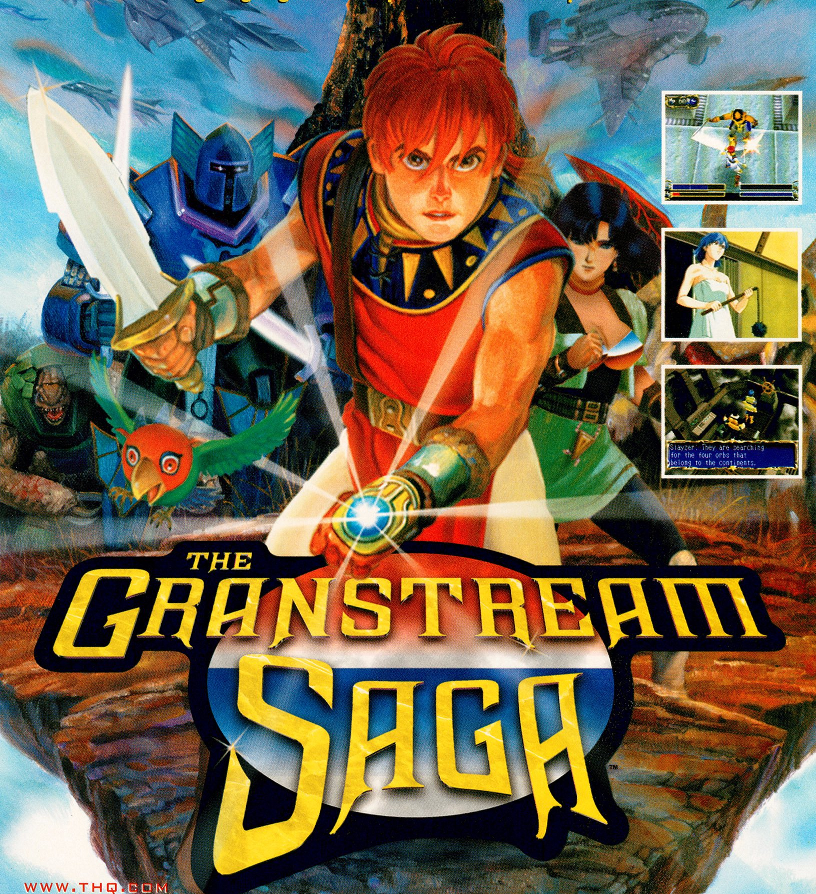

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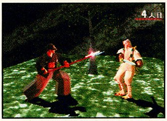
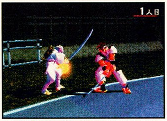
Theme Fighting	**# of Players** 1-2
% Complete 90%	**Availability** November
Publisher Square/EA	**Developer** Light Weight

Bushido Blade 2

Once again, honorable warriors are called to battle





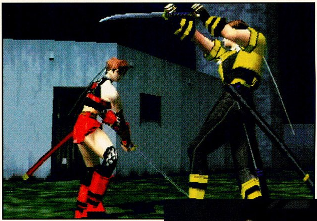
Weapon reflection effects have been enhanced as has the lighting in the various stages.

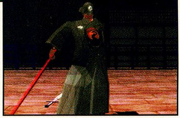
The first Bushido Blade broke all the rules, a 3D fighting game with no life bars, free-range movement and those notorious one-hit kills. Ah, but what a difference a year makes! Bushido Blade 2 slices its way onto the scene with imaginative enhancements, simplified play mechanics, more ways to dispatch an opponent and wild battle arenas. And yet, all is not perfect. You see, some brainchild at Square Soft decided that it might help sales if they eliminated the ultra-realistic "cripple 'til you kill" one-hit battle move. No more will you have the sadistic pleasure of seeing your battle-savaged opponent crawling toward you before you mercifully deliver that fatal blow. "Death, where is thy sting?"

This time around there is a strong story line centered around two warring clans, the Meikyo and the Shainto. In the One-player Quest Mode, you choose between the two clans to pick your game character and then set forth conquering all the members of the opposition. As you battle through the different stages, your game character will engage sub characters and struggle with ninjas until he or she encounters a Boss selected from the enemy clan. It is evident that a lot of energy and development went into the One-player Mode as it is the strongest element of Bushido Blade 2. Beyond the One-player Mode, there is a Practice Mode (hurray!), a Kendo Match Mode and an amazing first-person Play Mode. Since Bushido Blade 2 is all about sword play, the game designers have definitely done their samurai homework and it shows. Each of the 18 characters handles his/her weapon differently which also boosts the replay value as you try to master all the swordplay moves.

We'll check back in as soon as we get our hands on a localized version of this sword slashing saga.

–Brian O'Toole

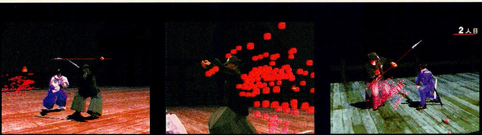




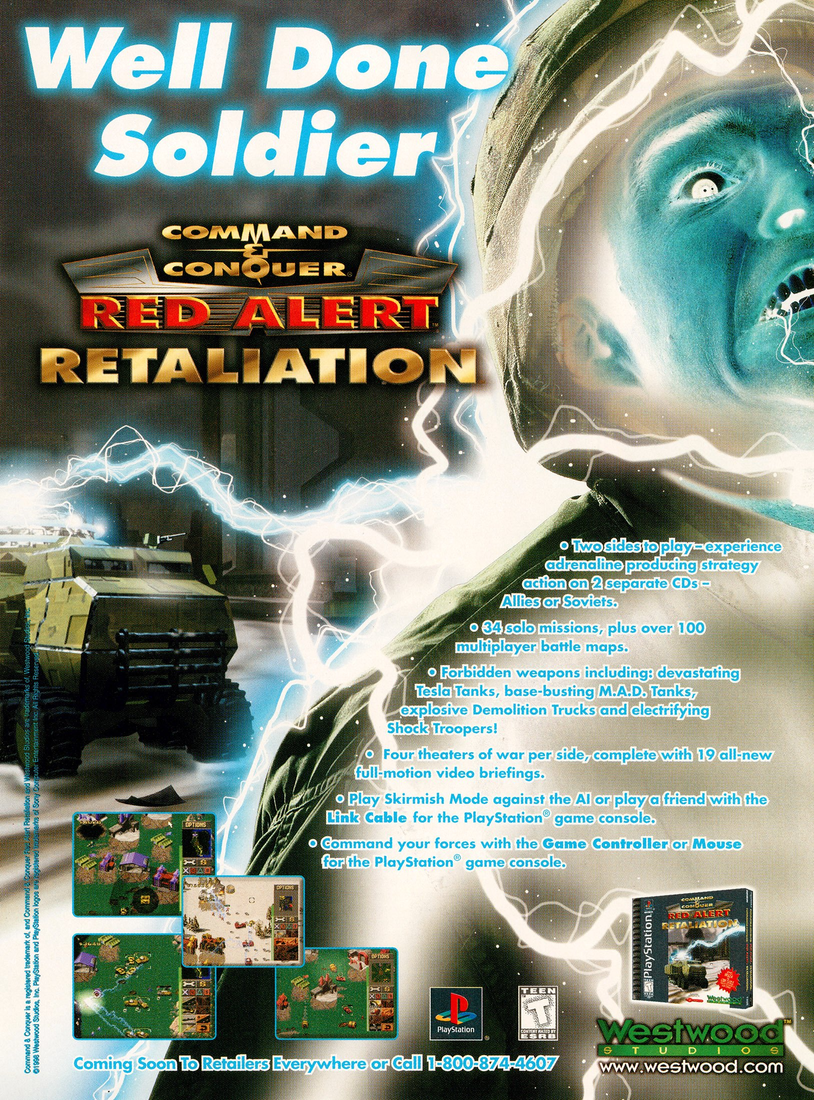
Square has added significantly to the polygonal builds of each character.

18

Bushido Blade 2 packs in a whopping 18 characters which is a huge jump from the original. The warriors are divided into two separate clans, the Meikyo and the Shainto.



Bushido Blade 2 sports a couple of new touches like opponents dropping their swords (or sometimes getting them knocked out of their hands) as they die and gushing blood from fatal wounds. There are still no dismemberments though.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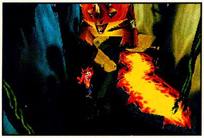
Theme Platform	**# of Players** 1
% Complete 60%	**Availability** Q4 '98
Publisher SCEA	**Developer** N.D./Universal

Crash Bandicoot 3: Warped

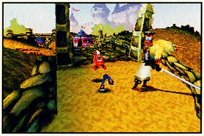
Naughty Dog crashes out another stunning sequel

There's just no stopping Crash. After debuting on the PlayStation's one year anniversary, Crash Bandicoot quickly became Sony's "unofficial" PlayStation mascot. The original game posted satisfactory sales numbers in the United States, but went on to blow the doors off the Japanese market.

Pleased with the success and eager to respond to criticisms of the first game, the developers continued the series with Crash Bandicoot 2: Cortex Strikes Back, just over a year after the release of the original. Now, barely *six months* after the release of Crash 2, SCEA has announced the third installment in the series, and it's already well on its way to completion. So is it just a rehash of the previous game, just some thrown-together collection of new levels? Not on your life. Crash 3 will include some fairly significant advances over the previous game. Noting the progression between the first two, things like new vehicles (including a nifty submarine scooter, a baby tiger and a tiny T. Rex), new enemies, and some new environments are no-brainers for the development team of Naughty Dog and Universal Interactive. But more fundamental changes are to be found, as well.



Above: Crash once again finds himself someone else's dinner. Below: Medieval times. "It's only a flesh wound!"

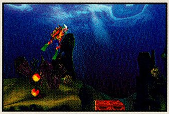


For example, certain levels are navigated, not by Crash himself, but by his sister Coco, who played a role in Crash 2. You'll also find new abilities for Crash, including a super spin and a double jump, as well as additional skills that he will actually learn along the way. The game also includes a story which is more closely integrated with the gameplay and level design: It seems that Crash's old enemy Dr. Neo Cortex has been wreaking havoc with the very fabric of time itself; now Crash must travel to different time periods in order to restore things to their proper order.

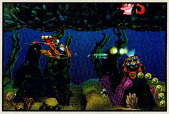
With this in mind, levels are designed to represent specific time periods, including the Jurassic period, medieval times, feudal China and even the fabled Atlantis. With all these changes, plus Naughty Dog's amazing graphic and technical proficiency, Crash 3 will undoubtedly continue to push the envelope in terms of graphics and game design. You'll definitely hear more about this one as it progresses.

—Joe Rybicki

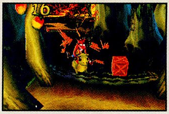
You can teach an old Crash new tricks



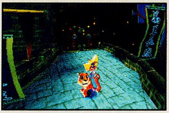
Water no longer means instant death for our marsupial hero.



In fact, with this submarine scooter, he's right at home.



First a boar, then a bear cub. Now a tiny dino is Crash's ride.



Sister Coco's vehicle of choice is this cuddly tiger cub.

3,954,620

Retail dollars spent on Crash Bandicoot games... in one month. (February 1998, source: NPD TRSTS)

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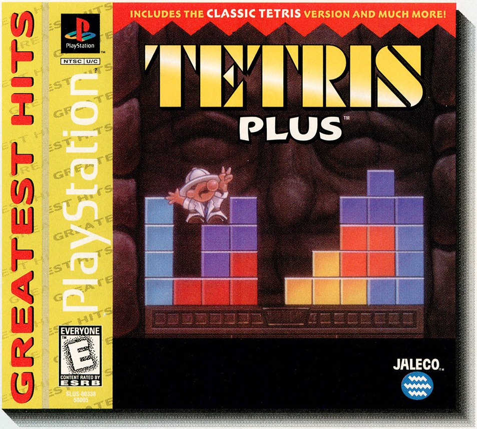
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Theme	Action	**# of Players**	1
% Complete	60%	**Availability**	Sept.
Publisher	SCEA	**Developer**	Insomniac

Spyro the Dragon

Go from hatchling to hero in SCEA's latest

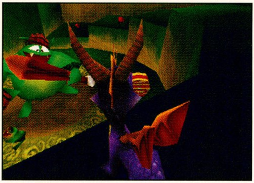
After all the dragons in the land have been turned into crystal statues, it's up to a lone baby dragon to save them. Enter Spyro the Dragon, a new 3D adventure game from Universal Interactive (developer of Crash Bandicoot) and Insomniac Games (developer of Disruptor.)

Playing as young Spyro, the title character, you must journey through six enormous worlds to rescue your dragon pals and banish the evildoer who froze them in their crystal state. Although Spyro is young, he's far from defenseless. Besides being armed with the voice of Carlos Alazraqui, the voice of Taco Bell's infamous chihuahua, his little dragon body is capable of quite a few useful abilities such as breathing fire and even head-ramming enemies. Furthermore, his tiny wings won't allow him to fly, but fortunately he can use those undeveloped flappers to glide short distances (a big part of the gameplay, actually). As if that weren't enough, accompanying him on his quest is a trusty dragonfly, who serves primarily as an unusual health meter of sorts. When Spyro is hit, his little insectoid friend changes color and loses his sparkle. The only way to make the bug regain his lost luster is to find little butterflies—now isn't that cute? Perhaps. But let's not concentrate on that and instead delve into some of the game's technical aspects.

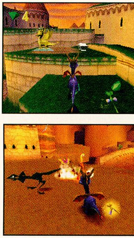
Spyro's 30+ levels are completely free-roaming and spool directly from the disc, minimizing intrusive loading screens and giving the game a distinct cartridge-like feel. Well aware of how crowded the 3D platform genre is becoming on the PlayStation, Insomniac Games is said to be cramming every visual trick they know into Spyro—which is probably considerable if you look at their past works. Additionally, the game is said to be running at a silky-smooth 30 frames-per-second, even with all of its aesthetic treats in full working order. Suffice to say, it looks like its graphics will be top-notch.

Spyro the Dragon is slated for a September release and is expected to be one of the PlayStation's stand-out titles of E^3. Be sure to check out next issue's wrap-up to find out if Universal's diminutive dragon is as hot as he appears, or if this little fellow is just blowing smoke.

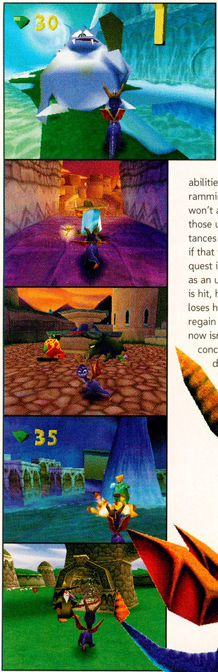
—Gary Mollohan



A look button allows you to see the world through Spyro's eyes.



Spyro's breath turns unfortunate enemies into crispy critters.



In addition to lots of enemies, Spyro will make a few friends along the way.

Although his wings aren't developed enough to allow Spyro to fly, he can glide vast distances. Spyro can also roll left or right, breath fire and head-ram enemies.

36

There are six unique worlds in Spyro. Each world is subdivided into six levels, making a total of 36 individual levels. Of course, nobody knows how many hidden ones Spyro may contain. Well, except the developers, that is.

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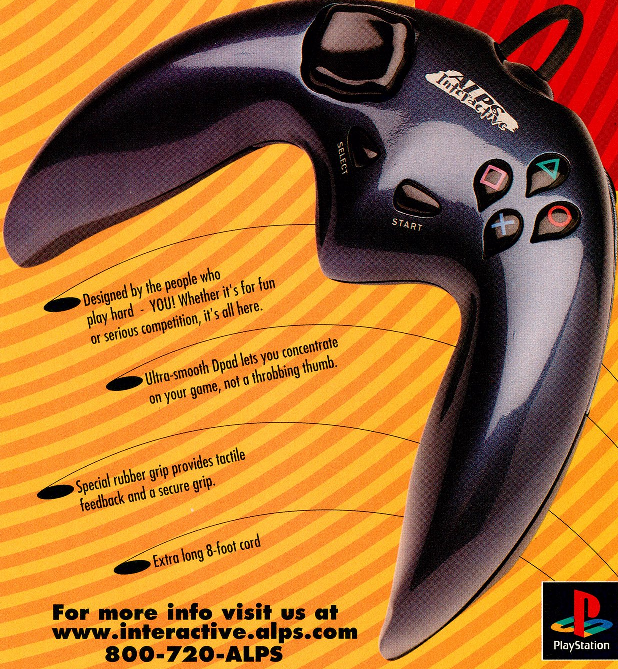

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Theme Sports/Racing	**# of Players** 1-4
% Complete 60%	**Availability** November
Publisher GT Interactive	**Developer** SingleTrac

Streak

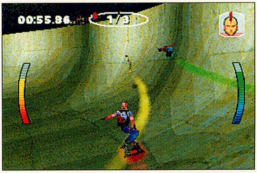
Hint: It's not naked people racing

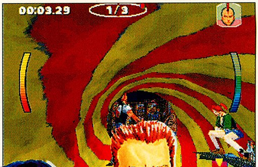
It looks like it's going to be another busy year for SingleTrac. In addition to putting out Rogue Trip, the company is working on a futuristic racing title called Streak. If the words "futuristic racing" sound somewhat familiar, that's because it's the same general classification used for the company's other racers, Jet Moto 1 and 2. But the similarities don't end there.

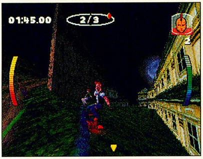
Although Streak does not employ the Jet Moto engine, the games do share certain control traits. For example, in order to gain that extra edge in Streak, you'll need to perform tricks on your "GEMBlade" (basically, a colorful hoverboard), which earn confidence points. These tricks, rather than being executed by a complex series of button mashes (*a la* Cool Boarders 2), are instead performed simply by adjusting the direction and rotation of your board with the controller. When seen in action, this instantly brings to mind the pitch and roll of the Jet Moto vehicles. And although you can jump a short distance on your own, big air is all about catching just the right angle on just the right slope. The physics of gravity and inertia are as brutal here as in Jet Moto, which means that players have to stay on their toes to avoid crashing headlong into a wall or other obstacle. Further comparisons can be drawn between the tracks, which in both games tend to take place over extremely unorthodox courses.

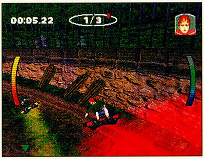
An ambitious *X-Files*-style backstory adds some interesting (and unusual, for a racing game) depth, but is not essential to the fundamentals of the race. If nothing else, Streak is at least a racing game that truly heads off in its own direction.

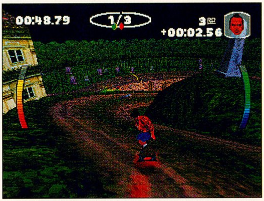
—Joe Rybicki



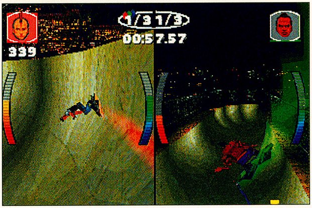


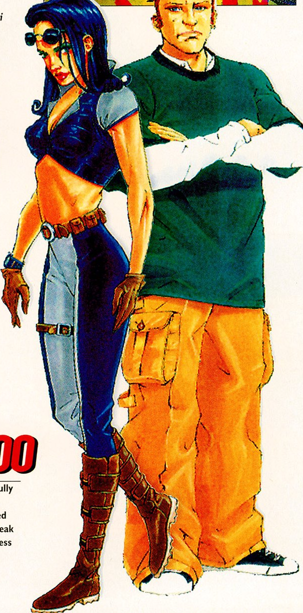






This graveyard course can pose some unexpected hazards for the careless racer. Every level includes similar obstacles which make keeping up your speed very much a matter of skill. Of course, performing lots of impressive tricks won't hurt, either.





30,000

The number of fully lit, textured, Gouraud-shaded polygons the Streak engine can process at one time.

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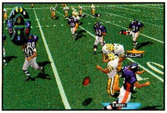
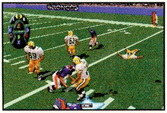
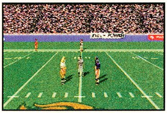
Theme	Sports/Racing	**# of Players**	1-8
% Complete	50%	**Availability**	August
Publisher	EA	**Developer**	Tiburon

Madden NFL 99

EA's football is fully polygonal at last







105

There's at least 105 defensive plays in Madden NFL 99. That's over double the number found in last year's game.

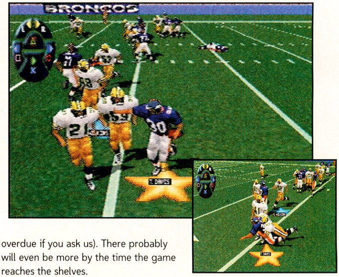
Taking second place to Sony's NFL GameDay in the 1998 PlayStation gridiron wars (despite selling plenty of copies) didn't sit well with EA. Not used to playing second-fiddle to anyone in any sport, EA retaliated in the best way they could—they finally made Madden football fully polygonal.

Surely, these fancy graphics will be the thrust of Madden's attempted comeback, and as well they should be. From what we've seen so far, the polygonal graphics are very detailed indeed. The player animations have been completely redone, and they include wrap-trackles, receivers turning their heads to see incoming passes, and even sideline grabs complete with toe drags. To top it all off, EA promises that the game's frame-rate will survive intact, and more importantly, play like Madden football even with its newfound 3D aesthetics.

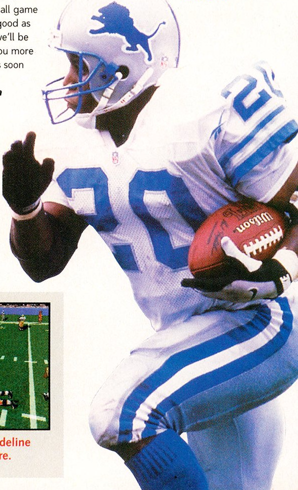
Fortunately, the game's graphics aren't the only areas targeted for improvement. Despite having incredible artificial intelligence in Madden NFL 98, the Tiburon development team is busily making numerous improvements that include special attention to improving offensive line blocking and defensive pass coverage. There will also be lots of new offensive trickery at the user's disposal that promises to put this newfangled AI to the test. At press time, EA had already put in fake handoffs, quarterback pump fakes, ball carrier jukes (done by pressing the shoulder buttons) and even the first offensive play editor to ever grace a Madden game (long overdue if you ask us). There probably will even be more by the time the game reaches the shelves.

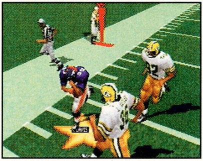
With such sweeping changes in the works, EA looks poised to make a very strong push to reclaim the football crown they once possessed. We at *OPM* are optimistic about the prospects of a Madden football game that looks as good as it plays, and we'll be sure to give you more information as soon as we can.

Kraig Kujawa



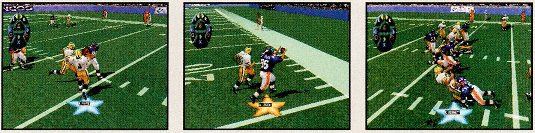
Madden NFL 98 was criticized for not having wrap-tackles. Well, here's some good examples of them.





400

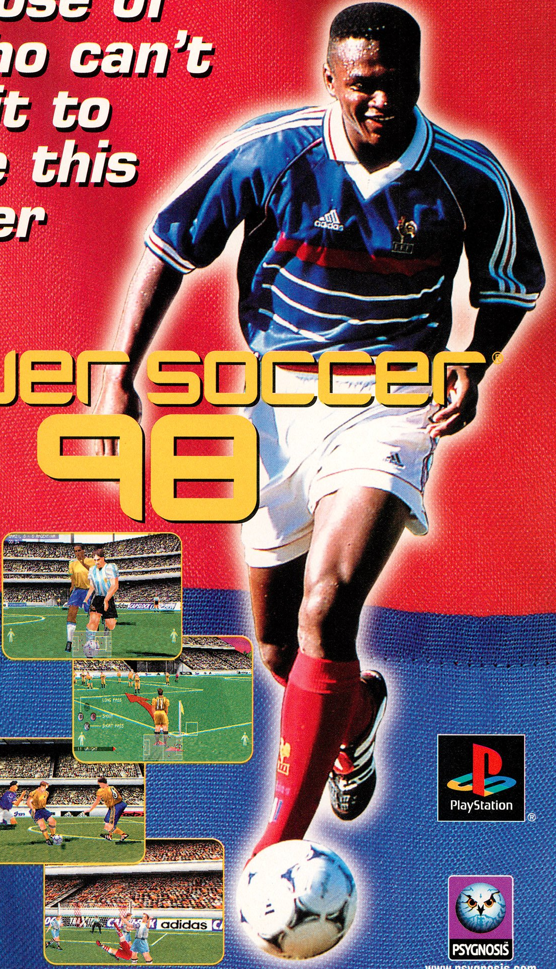
There's over 400 offensive plays in this year's Madden. A really sick number, especially when you consider there's also an offensive play editor.



Here's a good sampling of some of the new player animations—ranging from the fingertip sideline grab to the um...interesting positions that the Packer and Bronco are in on the far-right picture.

For those of you who can't make it to France this summer

adidas power soccer 98



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NCAA Football 99

Finally, an NCAA game that is more than an afterthought

Theme	Sports/Racing	**# of Players**	1-8
% Complete	75%	**Availability**	Q3 '98
Publisher	EA Sports	**Developer**	Tiburon

When EA initially launched their PlayStation college sports games it seemed that they were developed as an afterthought since they used year-old game engines from their previous professional sports games. NCAA Football 98 hopefully marks an end to that practice, as it is being constructed by its own development team at Tiburon right alongside Madden NFL 99.

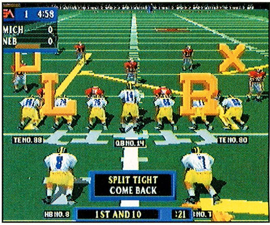
That change in philosophy alone appears to already be paying dividends for NCAA Football 99. Like Madden NFL 99, NCAA features a fully polygonal game engine complete with loads of new features (such as wraptackles and other new animations) made possible by its 3D facelift.

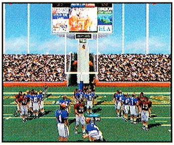
Also, the computer artificial intelligence has been completely reworked and some nice touches such as quarterback pump fakes and running back jukes (performed by pressing shoulder buttons) should make it a more solid game.

As for new bells and whistles, this game is filled with them. For example, rookies looking to learn NCAA 99 or the mechanics of football will get a kick out of the game's "coach's camera." This nifty feature shows the current play transparently diagramed on the field during gameplay. Once you know the intricacies of the game, NCAA 99's all-new defensive and offensive play editor might come in handy, especially if you're playing in NCAA 99's Dynasty Mode that allows you to manage (and even be fired from) an entire college program.

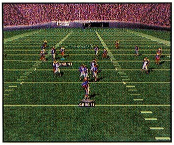
Such in-depth features and improved looks bode well for EA's next college pigskin game. But of course, playability is the most important thing, and the jury is still out on that aspect of NCAA 99. Nevertheless, we're excited to see how this title turns out, and you should expect a review in the near future.

—Kraig Kujawa





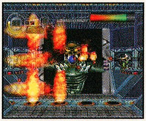
The new coach's camera (above) shows the planned route of each player.



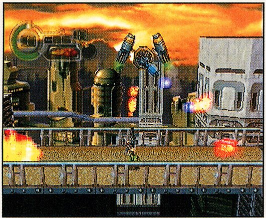
C: The Contra Adventure

The Contra dynasty returns to its roots

Theme	Action/Adventure	**# of Players**	1
% Complete	N/A	**Availability**	TBA
Publisher	Konami	**Developer**	Appaloosa Int.



Remember this fancy Boss from the old SNES Contra game? Well, ol' yellow eyes is back.



After unsuccessfully attempting to bring the Contra universe to the PlayStation with the ill-fated Legacy of War, Appaloosa is trying once again with C: The Contra Adventure. This time, however, they're taking a different approach by bringing the latest in the series closer to its roots.

When you play The Contra Adventure, it's likely you'll get a sense of déja vu. Even though the levels are constructed in 3D, many of them are very similar to the SNES Contra game in design. In fact, most of the polygons are used for aesthetic purposes only since much of the game still plays like it's in 2D. Additionally, many of the same Bosses, enemies and firepower from the SNES Contra make repeat performances.

There are some interesting twists however, such as several levels (exploring caves and a pyramid) that look like a cross between Contra and Tomb Raider. In these stages, you must destroy switches to open pathways while dodging hordes of insect-like aliens. There are also some metallic fortress levels that are designed similarly, but require that you stop and destroy things before moving on to the next segment of the fortress.

With such diversity in gameplay present in C: The Contra Adventure it will be interesting to see whether Appaloosa is able to make it all gel together. It's hard enough perfecting one style of gameplay, let alone a few—especially when you have the Contra legacy to live up to.

—Kraig Kujawa

WINS: 00
QUAN CHI
WINS: 00
SUB-ZERO

WINS: 00
WINS: 00

WINS: 00
RAIDEN
WINS: 00
LIU KANG

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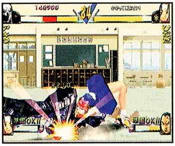
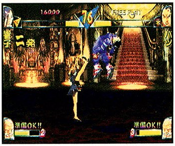
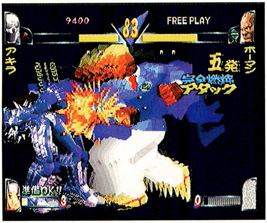
Theme Fighting	**# of Players** 1-2
% Complete 75%	**Availability** Q3 '98
Publisher Capcom	**Developer** Capcom

Rival Schools: United by Fate

Graduate from Capcom's school of hard knocks







In Rival Schools, Capcom's explosive new 3D fighter, 16 students from competing schools engage in flashy, tag-team combat. The game looks and plays like a sped-up version of Street Fighter EX, with loads of projectile and juggling moves.

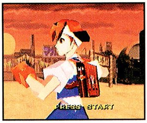
The cast of characters includes a Sakura clone, a helmet-clad motorcycle racer, a baseball player, a female volleyball player and a burly sumo. While polygon counts are comparable to those in Street Fighter EX, the combatants in Rival Schools boast extra visual details, such as changing facial expressions. Also, the visor on the biker's helmet reflects his surroundings.

Controls have been simplified to a Tekken-style two-punch, two-kick system. R1&2 allow you to sidestep, while L1&2 are used to execute explosive super moves, which temporarily darken the screen as in EX. In a radical departure from EX, however, much of the action occurs on a vertical plane, as combatants climb hundreds of feet skyward, attacking and counter-attacking with projectiles, blows and throws.

Similar to X-Men vs. Street Fighter EX, your partner can be called upon to help execute bone-crunching special attacks. During these, team members frequently surround their defenseless opponent, clubbing him or her back and forth like a tennis ball. The camera also rapidly cuts between dramatic angles to capture the action.

Obviously, it's too premature to tell whether or not U.S. fans will embrace Rival Schools. If you loved Capcom's less-than-serious Pocket Fighter, Rival Schools may be for you.

—Gary Mollohan



In addition to changing facial features, Rival School's characters boast additional eye candy, such as reflection mapping.

Theme RPG	**# of Players** 1
% Complete 90%	**Availability** October
Publisher Square/EA	**Developer** Square

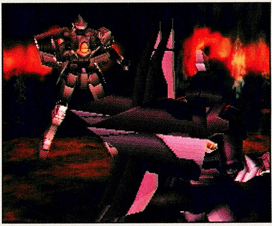
Xenogears

Giant robots! Calling all giant robots!

It's hard to believe that we'll be graced with three Square RPGs that fall within a scant few months from each other. Parasite Eve will come first followed by Xenogears and then Final Fantasy VIII. Being sandwiched between such highly anticipated titles would normally spell doom, but that wouldn't be giving Xenogears the credit it deserves.

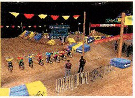
To say Xenogears is different from your average RPG would be an understatement. Everything from the moody, religious overtones of the story to the unique battle system which involves combination moves indicate that something exciting is happening here. The overall story revolves around a boy who is exiled from his hometown and has to search for clues to his past and the unknown destructive power that dwells within him. The story is set in the future where constant war has brought into existence large robots called Gears. As you may have guessed by now, the story unravels as you progress through the game, often raising more questions than answers. It remains to be seen if Square will change any of the story elements from the Japanese version, but it's not likely they'll change anything judging by their insistence on keeping FFVII pure.

—Wataru Maruyama



Any game where you can battle in gigantic armored suits gets high marks in our book.

It's Showtime



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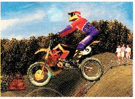

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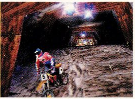

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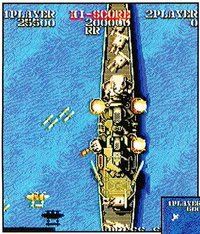
Theme Compilation	**# of Players** 1-2
% Complete 65%	**Availability** Q3 '98
Publisher Capcom	**Developer** Capcom

Capcom Generations Vol.1

Capcom finally jumps onto the retro bandwagon

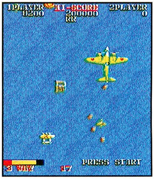


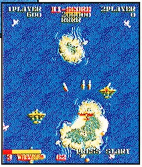
Like many early arcade titles, 1942 had an upright monitor. For Capcom Generations Vol.1, the game will be letterboxed to allow it to fit your television.

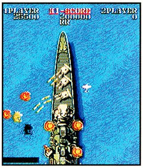
Hoping to enjoy similar success as Namco's Museum Classics and Midway's Arcade's Greatest Hits series, Capcom will be drawing from their formidable library of arcade and console hits for their five-disc Capcom Generations retrospective. Unlike the Namco and Midway series, which offered a mix of titles per volume, the first two installments of Capcom Generations will include only one series per disc.

Capcom Generations Volume I will include three installments of their seminal 1942 series of shooters—1942, 1943 and 1943 Enhanced. While the graphics of all three games are primitive by today's standards, they were state-of-the-art during their heyday. Plus, they're just as challenging as ever.

1PLAYER
1500
HI-SCORE
200000
RRRR
2PLAYER
0
3 WAY
PRESS START







The copy Capcom sent us is the same version that was shown on the floor of the Spring Tokyo Game Show and does not yet contain any front-end animation or historical information about the series, although this may be added.

Considering the sad state of affairs shooters currently are enduring, it's a shame shooter fans have to play older titles like 1942 for their gaming fix, but perhaps the Capcom Generations series will spark new interest in the genre.

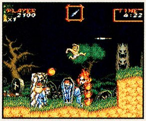
—Gary Mollohan

Theme Compilation	**# of Players** 1-2
% Complete 65%	**Availability** Q3 '98
Publisher Capcom	**Developer** Capcom

Capcom Generations Vol.2

Arthur returns to battle the forces of darkness once again

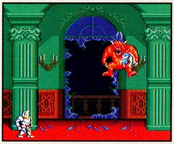
Ever wonder what a knight wears under all that armor? Sustain a hit and Arthur will be left in nothing but his BVDs.



The second installment of Capcom's new Generations series is a collection of Ghosts & Goblins titles. Included in the package is the arcade version of the original Ghosts & Goblins; the follow-up, Ghouls & Ghosts; and the SNES hit Super Ghouls & Ghosts. All three will be pixel-perfect translations of the platforming classics.

Like our copy of Capcom Generations Vol.1, our collection of Ghouls & Ghosts titles is the same version that was on display at the Tokyo Game Show. In playing them, we were struck by how difficult the games are, even by today's standards. One of the games on the disc hasn't been fully optimized yet and runs at about half the normal speed, and, incredibly, it's still really hard! We can only imagine how tough it will be running at full speed.

Other than loading screens displaying character artwork from the games, there is no front-end animation sequences or historical information. Hopefully, Capcom will include this with the finished version.



PLAYER
x2
100
TIME
4:56

Rumor has it future installments of the series will be devoted to Strider and the Blue Bomber himself, Mega Man.

If you've grown disillusioned with today's 3D platform games and would like to return to an era when gameplay was king, Capcom's Generations Vol.2 is well worth a look.

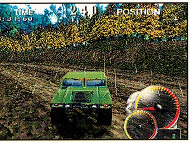
—Gary Mollohan

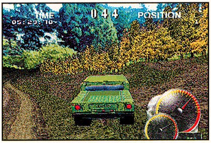
Theme	Sports/Racing	**# of Players**	1-2
% Complete	40%	**Availability**	Q4 '98
Publisher	Accolade	**Developer**	Pitbull

Test Drive: Off-Road 2

Accolade and its successful Test Drive series enjoyed a banner year in 1997; Test Drive 4 and Test Drive: Off-Road sold more than 850,000 and 500,000 units, respectively—more than any other franchise in the company's history. Not surprisingly, sequels to both titles are in the works.

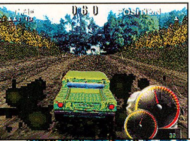
According to Accolade, Test Drive: Off-road 2 uses the powerful Test Drive 4 engine, created by U.K.-based Pitbull Syndicate. While using the TD4 engine undoubtedly will result in gorgeous graphics and blazing speed, it's unclear whether or not the engine is flexible enough to handle Off-Road's trademark wide-open racing environments. In comparison, TD4's were far more linear, and you couldn't deviate from them to search for shortcuts. Undoubtedly, Pitbull Syndicate will have to make extensive changes to deliver the off-the-rails racing experience craved by Off-Road fans. A few of the original's nine camera angles may be sacrificed, as well. However, many of them, such as the side and front views, were virtually unplayable and won't be missed.

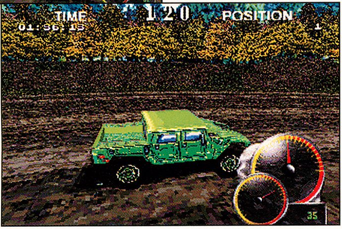




The original Off-Road included four real-world 4x4s—an agile Jeep Wrangler, a compact but spirited Land Rover Defender 90, a monstrous Chevrolet K1500 and an unstoppable Hummer. Off-Road 2 is said to have eight licensed 4x4s in addition to seven unique environments, filled with potholes, monstrous jumps, debris and other assorted hazards. Like TD4, Off-Road is also expected to have variable weather conditions that radically alter racing conditions.

—Gary Mollohan





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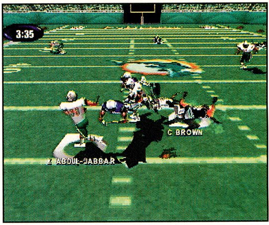
NFL Xtreme

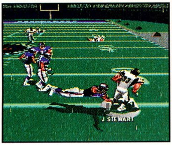
Sony beats Midway with an early blitz

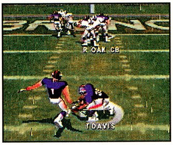
Theme Sports/Action	**# of Players** 1-2
% Complete 80%	**Availability** July
Publisher SCEA	**Developer** SISA



When NFL Blitz set arcades on fire, it was inevitable that similar sports-action games would find their way onto the PlayStation. Interestingly enough, Sony insists that their game was in development long before Midway's NFL Blitz hit arcades, but frankly, the similarities are too obvious to ignore.

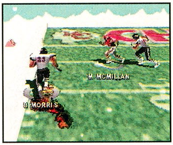
Like Blitz, Xtreme takes football's most basic elements—passing, running, hitting and trash talking—and blends them into a fast-paced action fest. As you might expect, it looks similar to NFL GameDay, but rest assured, it plays nothing like it. The rules in this five-on-five football game are simple: Every player is an eligible receiver, you must gain 20 yards to convert a first down, and unsportsman-like conduct is expected.





Graphically, the players are quite big (Sony says they use four times the polygons found in GameDay players), and this allows for greater freedom to animate them. Ripped jerseys, shoulder charges, stiff-arms, flying helmets and fights after the whistle are all wildly animated, as are scoring celebrations.

For an sports-action game, Xtreme is remarkably robust with options that would rival many NFL games. Tons of season statistics are tracked, players can be created and traded, play audibles can be called, and there are even player injuries—something that might run rampant in this turbo-charged (literally, players have a turbo ability) sports game.



As if steroid-ridden arcade football weren't crazy enough, Sony went and added snow (pictured left) to the mix.

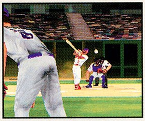
Obviously, the pressure is on for Sony to deliver a game of the same caliber of NFL Blitz. So far, we can say they have the features, but it's too early to judge the gameplay.

—Kraig Kujawa

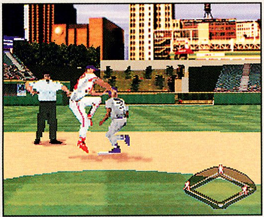
HardBall 6

Accolade's venerable baseball sim celebrates its 10th season

Theme Sports	**# of Players** 1-2
% Complete 100%	**Availability** Now
Publisher Accolade	**Developer** Accolade



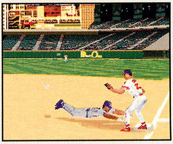
Judging from these screen shots, Accolade is going for a clean, uncluttered look for HardBall 6, hoping to accurately convey a "stadium experience."



Celebrating the 10th anniversary of the HardBall baseball series, Accolade is putting the finishing touches on HardBall 6. Unlike the one and only previous Hardball installment for PlayStation (HardBall 5), HardBall 6 features an entirely 3D world. Players are now polygonal instead of two-dimensional sprites and were motion-captured to insure realistic fluidity of movement. HardBall 6 will have both MLB and MLBPA licenses and will include all official logos and uniforms, including the Arizona Diamondbacks and the Tampa Bay Devil Rays. You also get all 30 modern stadiums, including the as-yet-unconstructed PacBell Park. Because everything's depicted in 3D, there will also be a number of camera angles, giving the game a television-style look.

HardBall 6 will also have interleague play, stat tracking and a number of great play modes, like Preseason, Regular Season, Playoffs, World Series and All-Star Game.

Facing off against such heavy hitters as Sony Computer Entertainment's MLB 99, Electronic Arts' Triple Play 99 and Interplay's VR Baseball 99, HardBall 6 will have to be impressive to gain its own audience. Hopefully, its numerous gameplay and visual improvements will mark the beginning of a new era for the time-tested series, instead of its swan song.



—Gary Mollohan

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NEW HERO
TIME
NEW HERO
CAMMY
LEVEL 3

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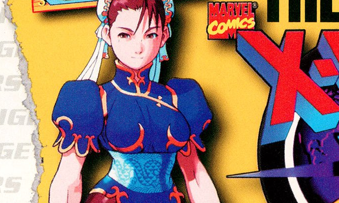

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1 WINS
TIME
55
NEW HERO
WOLVERINE
AKUMA
LEVEL 1
LEVEL 2

TEEN
T
AGES 13+
CONTENT RATED BY ESRB

PlayStation ®

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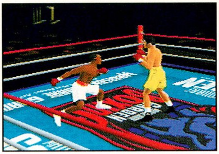
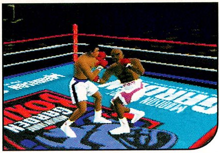
Previews

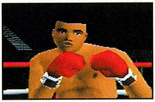
An early look at the games of tomorrow

Knockout Kings

Theme	Sports/Racing	**# of Players**	1-2
% Complete	75%	**Availability**	Q3 '98
Publisher	Electronic Arts	**Developer**	Electronic Arts

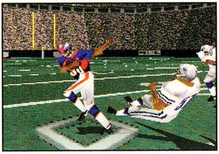
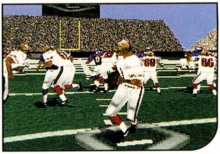



It's amazing that the PlayStation didn't have a legitimate boxing game until now. Licensed with plenty of new and old boxing legends, Knockout Kings will undoubtedly have EA's trademark realism and eye for presentation.

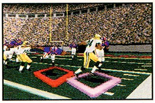


NFL GameDay 99

Theme	Sports/Racing	**# of Players**	1-8
% Complete	80%	**Availability**	September
Publisher	SISA	**Developer**	SISA

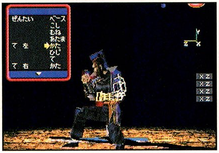



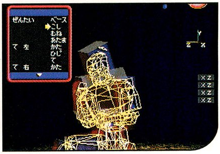
The best PlayStation football simulation is about to get better with an all-new engine, Dual Shock compatibility and a new television-style presentation featuring Dick Enberg and pro football great Phil Simms.



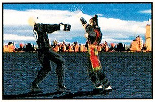
Fighter Maker

Theme	Fighting	**# of Players**	1-2
% Complete	60%	**Availability**	Q4 '98
Publisher	AsclI	**Developer**	AsclI



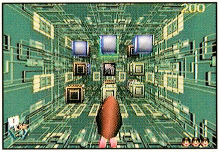


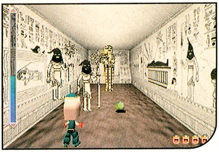
Create your own fighting game character and moves in ASCII's innovative Fighter Maker. In addition to one already made game, Fighter Maker has 15 diverse characters and an equal number of fighting styles to choose from.



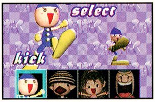
Hit Back

Theme	Puzzle/Strategy	**# of Players**	1-2
% Complete	75%	**Availability**	Q3 '98
Publisher	AsclI	**Developer**	AsclI



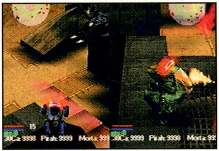
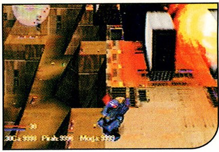


Looking for a handball simulator for the PS? Look no further than Hit Back. Well, it's actually not quite the same thing, but it's pretty close. Players remove enemies by bouncing a ball off them. An odd, but interesting-sounding idea.

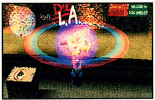


L.A.P.D. 2100 A.D.

Theme	Action/Adv.	**# of Players**	1
% Complete	50%	**Availability**	Q4 '98
Publisher	Electronic Arts	**Developer**	Electronic Arts

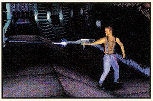
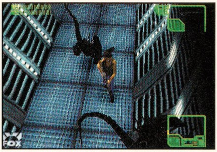
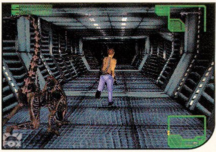
Oh sure, we know the story. Futuristic cops in war-torn L.A. They fly around in their fancy transformable cop cars and teach huge armored villains a lesson they won't soon forget. No word on a guest appearance by Rodney King.



Alien Resurrection

Theme	Action/Adv.	**# of Players**	1
% Complete	60%	**Availability**	Q4 '98
Publisher	Fox Interactive	**Developer**	Fox Interactive

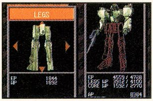
Given the track record of most movie-licensed games, let's all pause a moment and hope for a good one. Fox's early shots do show some promise of conveying the murky and claustrophobic atmosphere of the spaceship Auriga.

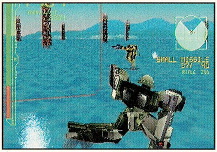




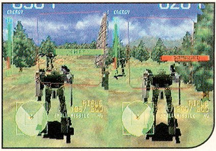
Armored Core: Project Phantasma

Theme	Action/Adv.	**# of Players**	1 or 2
% Complete	60%	**Availability**	Q4 '98
Publisher	AscII	**Developer**	SCEI

The action-packed mech combat of the first Armored Core returns in what is best classified as an add-on disc. Seventeen new missions, and 49 different, fully customizable characters add to the replayability of the original.



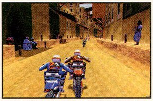
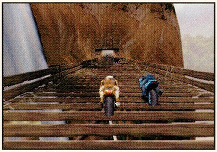
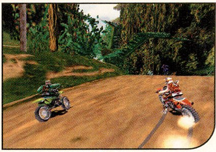




Moto Racer 2

Theme	Sports/Racing	**# of Players**	1-2
% Complete	50%	**Availability**	Q4 '98
Publisher	Electronic Arts	**Developer**	Delphine

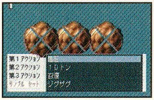
The first Moto Racer was one of the most underrated PlayStation racing games and we expect nothing but good things the second time around. With the highlights including a 3D track editor, Moto Racer 2 shows great promise.

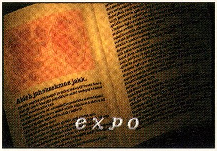




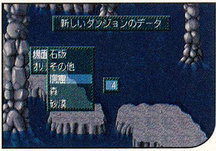
RPG Maker

Theme	Puzzle/Strategy	**# of Players**	1
% Complete	60%	**Availability**	Q4 '98
Publisher	AscII	**Developer**	AscII

It's games like this that prove the PlayStation is creeping up on the PC. RPG Maker gives PlayStation owners a chance to do just what the name says, customizing graphics, sound and maps, and save it all to a memory card.



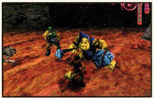
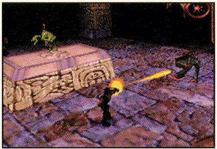
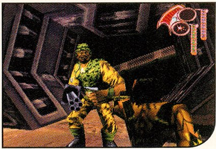




Small Soldiers

Theme	Action/Adv.	**# of Players**	1
% Complete	50%	**Availability**	Q4 '98
Publisher	Electronic Arts	**Developer**	Dreamworks

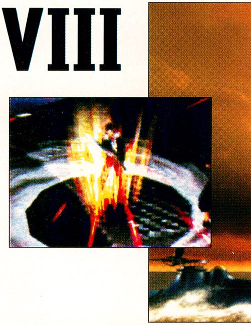
Based on the CG-animated feature film about interactive toys that play along with you, Small Soldiers is an upcoming 3D action game from Electronic Arts. Expect lots of oddball characters and Gulliver-sized environments in this one.

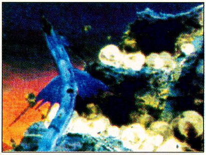




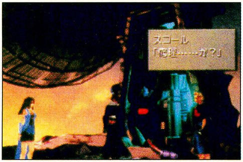
Final Fantasy VIII

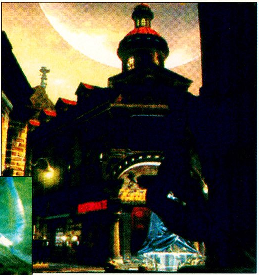
THEME	# OF PLAYERS	PUBLISHER	DEVELOPER	AVAILABILITY
RPG	1 PLAYER	SQUARE	SQUARE	WINTER 1998

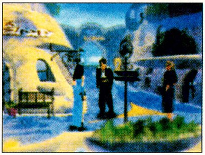
In a recent press conference held in Japan, the president of Square, Tomoyuki Takechi, finally revealed the first details of the latest chapter in the epic Final Fantasy RPG series. There wasn't a whole lot of official information released concerning the game's story, but we can report that according to character designer Tetsya Nomura, "it involves many elements, but that the theme of the game is love." A very vague summary, indeed, but we can also add that the game revolves in a large part around two male characters, Squall Lionhart and a soldier-turned-journalist named Laguna Laire. The two characters supposedly reside on different worlds, and their paths will cross at some point in the game. Often at the aesthetic forefront of RPGs, Square hopes to tell FFVIII's story in a more graphically effective way than in previous chapters. This will be partly achieved by rendering characters in a most realistic fashion (as opposed to the "super-deformed" look that gave them disproportionate bodies) in addition to adding detailed texture maps to them. It was also mentioned that all the characters in a party will finally be visible while walking around towns, a first for the series. We expect to find out much more about this exciting game at E^3, where FFVIII will enjoy a significant presence. Check back with us next issue for the latest information.

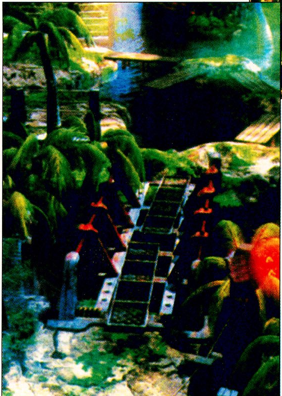






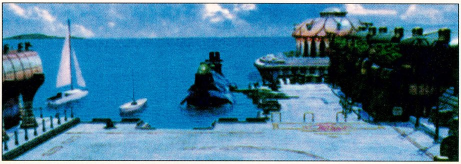






CG INTRO

The rendered full-motion video intro that was played at the presentation showed incredible promise. First, a parabola antenna appeared onscreen which was then replaced with a shot of the sky. About a half dozen fighter jets flew in formation and created a vapor trail with moon-like stars visible in the background, finally followed by a Final Fantasy VIII logo. Next, the sequence then cut to a fleet of huge ships in a vast sea. Among the fleet, standing on one of the decks looking at a map was one of the game's main characters, Squall Leonhart. Following this was a myriad of images that include a flashback from his past of being chased by an armed vehicle in the desert. Various battle scenes from the game were then flashed quickly, with the ending dramatically marked by the FFVIII logo.



FINAL FANTASY VIII

ファイナルファンタジーVIII

Cooking Fighter

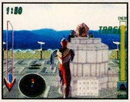
Theme	# of Players	Publisher	Developer	Availability
Action	1 Player	Nihonsoftware	Nihonsoftware	Now

You assume the role of a Chinese chef who must battle with other culinary opponents. The battleground is a field where you must gather unprocessed food and livestock needed to prepare your dish. You can hit and be hit by your opponents, but in the end, the Aji Maou will decide if your dish is any good.

Ultraman Tiger & Ultraman Dyna

Theme	# of Players	Publisher	Developer	Availability
Action	1 Player	Bandai	Bandai	July

Based on the goofy live-action TV show, Tiger and Dyna must battle all kinds of really cheesy monsters that would love to do all sorts of mean things to our lovely planet. There is a Survival Mode and Monster Guide Book (which is where the highly popular Pokeman Guide books found their roots).

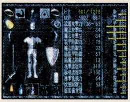


Shadow Tower

Theme	# of Players	Publisher	Developer	Availability
RPG	1 or 2	Fromsoftware	Fromsoftware	Now

Similar to the King's Field series, Shadow Tower features a unique game system where you gain no levels or experience points. There are 14 elements of strength which will grow in value depending on the point total of defeated monsters. There are no dungeon maps and no magic to recover health. Ouch!

HP 1179
MP 490



RATING PENDING
RP
CONTENT RATED BY ESRB

PlayStation™

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"The first Batman game worth bragging about."
- PSM

"...Batman has finally arrived in style."
- Ultra Game Players

"The graphics are phenomenal, and the capes and environments need to be seen to be believed."
- Game Informer

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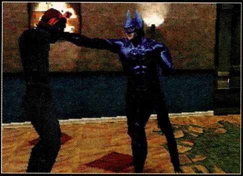
- GamePro

"Believe us, this game is going to rock."
- PSM Online

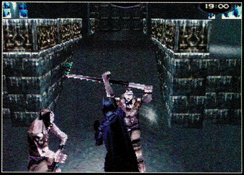
Get in touch with your dark side.

™

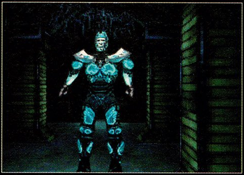
BATMAN™ & ROBIN™



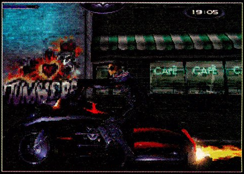
Play as Batman, Robin, or Batgirl™ to thwart Poison Ivy™, Bane™, and Mr. Freeze's™ schemes!



Discover true non-linear gameplay as you fight, sleuth, drive, and explore at will!



Walk down any street and enter buildings in the 26 square mile virtual Gotham City™!



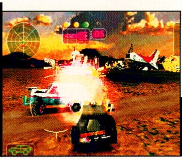
Race Gotham's twisted mean streets in 6 turbo-charged Bat Vehicles!

Developer Luxoflux
Publisher Activision
Genre Action/Adventure

PlayStation
Vigilante 8

1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

Vigilante 8



PlayStation

Activision's "twisted" title is the new king of car-nage

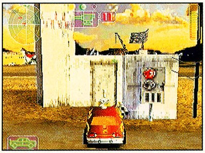
The absence of a timely follow-up to Twisted Metal 2 has left a hole in the genre big enough to drive a bus through, and that's precisely what Activision has done with their explosive new vehicular combat title, Vigilante 8.

Like Twisted Metal, V-8 offers intense one- or two-player action and a host of over-the-top characters from which to choose. The game is set in an alternate '70s universe, where two rival gangs grapple for control of the oil-starved Southwest. Fighting on behalf of a foreign oil sonsortium is natural-born pyro Sid Burn and his Coyotes, while the Vigilantes are a motley band of locals assembled by a wily old trucker named Convoy.

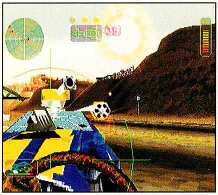
Rather than simply rip it off, developer Luxoflux builds on the successful Twisted Metal formula by vastly improving car physics and graphics. Thanks to highly complex physics models and working suspensions, each vehicle in Vigilante 8 brakes, corners and accelerates just like the real thing, unlike Twisted Metal's cars, which tend to skim along the road like stones across the surface of a pond.

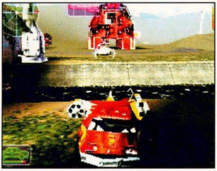
Even more impressive are Vigilante 8's expansive, highly interactive environments—including an aircraft graveyard, a ski resort, an oil field and a farm, among others. Incredibly, virtually every on-screen structure, from mundane traffic barriers to moving freight trains, can be blown up. Even the ground can be scarred by mortar shells! Not only do such pyrotechnics look cool, but they also enhance gameplay; blowing the doors off barns and airplane hangars frequently reveals hidden weapon and health power-ups.

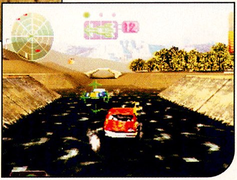
As in Twisted Metal, each car has a unique special weapon—shattering disco balls, napalm launchers, radioactive bees, etc.— in addition to a number of weapons that may be picked up. Unlike Twisted Metal, these weapons actually mount onto your vehicle and animate when fired. The number of weapons you may carry at one time is limited, too; grab too many or sustain a particularly violent hit, and a few may go flying. There are also a number of secret attacks, performed by pressing hidden key combinations. For instance, pressing "Down, Up, Up, R2" while equipped with the Bruiser Cannon will fire six shells at



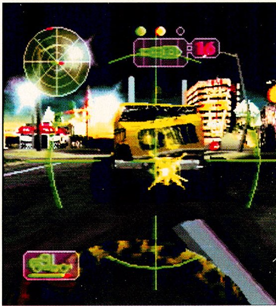
On the Aircraft Graveyard, press the red button beneath the spinning radar dishes to call an air strike against your foes. Vigilante 8's levels are filled with little secrets like this, so it pays to experiment.

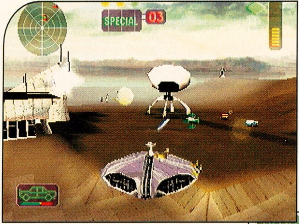




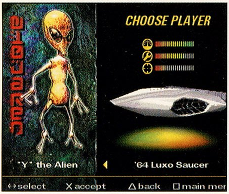


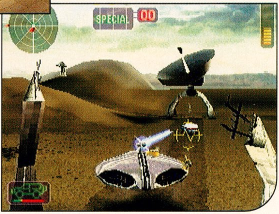
Your vehicle's engine may stall during battle, leaving you a sitting duck. If this occurs, rapidly press the X button until if fires up again, or you may use the "Afterburner" secret attack to rocket your car to safety. Note: Afterburner may also be used to ramp higher.





Defeating Vigilante 8 with all 12 characters will unlock two new tracks—Sand Factory and Secret Base—in addition to "Y" the Alien. Y pilots a captured U.F.O. that looks remarkably like the alien fighters in Independence Day. While it can't fly, it operates at about 1/4 the normal gravity and can glide vast distances.





once, while pressing "Down, Down, Up, R2" while carrying the Mortar will fire an insanely powerful shell called the Crater Maker, which produces a hole in the ground roughly five feet deep! Play modes include One-player Quest (Story), One-player Arcade, Two-player Versus and Two-player Cooperative. Additionally, you have the option of playing with either a vertical or horizontal split-screen during two-player contests. Three difficulty settings—Unleaded, Super Unleaded and Premium High Octane—make Vigilante 8 accessible to virtually all gamers.

While Vigilante 8 is an immensely gratifying gaming experience, it's also way too brief, particularly in Quest Mode. Compounding the problem, there aren't many cars to fight against. Your first battle, when playing in the default skill setting (Super Unleaded), pits you against only one other car! An extra car is added for each subsequent level, plus a Boss joins the fray at the conclusion of the fourth and final level, making a total of five opponents. While five competitors is a respectable number, two or three is simply too few given the size of the levels. The very first level of Twisted Metal 2, in comparison, pits you against nine other cars. It should be noted, however, that the cars in V-8 do not fight amongst themselves; rather, they all gang up on you.

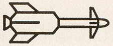
Some troubling physics glitches occasionally send your car flying wildly out of control, as well. These were most apparent when attempting to drive up a vertical surface or when trying to ramp onto certain structures. While they aren't too distracting, a few more weeks of bug checking might have cured the problem altogether.

Having to destroy or protect certain structures during Quest Mode also seemed contrived and unnecessary. Luxoflux most likely added this in the attempt to differentiate their game from Twisted Metal, which was kind of foolish; people will compare the two no matter what.

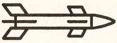
Still, V-8 more than adequately fills the void created by Twisted Metal 3's absence and may ultimately replace Twisted Metal 2 in the hearts of many fans of the genre.

—Gary Mollohan

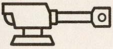
Hidden Specials



Halo Decoy– Up, Up, Down, R2
Fires a white-hot flare away from your vehicle to distract attacking opponents.



Stampede– Up, Down, Up, R2
Fires all remaining rockets in rapid-fire succession. A great finisher.



Cow Puncher– Down, Up, Down, R2
Fires a non-explosive energy blast that sends enemies rolling on impact.

Turtle Turnover –Down, Down, Down, R2
Fires a non-exploding shell that leaves enemies overturned and helpless.

Cactus Patch– Left, Right, Up, R2
Creates a proximity multi-mine from all remaining mines. Use in high-traffic areas for a deadly surprise.

Box Score

Pros

- **Huge, highly interactive arenas**
- **Killer car physics**
- **Hidden special attacks**

Cons

- **Quest Mode is too short**
- **Not enough enemy cars in Quest Mode**
- **Cars occasionally fly wildly out of control**

"V-8 more than adequately fills the void created by Twisted Metal 3's absence and may replace Twisted Metal 2 in the hearts of many fans of the genre."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

Developer Malofilm Int.
Publisher SCEA
Genre Action/Adventure

PlayStation
Jersey Devil

1 Player
Memory Card 1 block
Analog Controller Compatible

Jersey Devil

Sony's deal with the devil doesn't pan out

Scoring a game like Jersey Devil is difficult for me, because, while it's not something I'd choose to play, there's still much to like about the game, such as its character designs, animation and movie-calibre soundtrack. The main problem was the developers' poor assessment of their target audience. The cartoonish characters and non-violent gameplay suggest Jersey Devil is aimed at children. However, it's been demonstrated that younger gamers have trouble navigating their way through non-linear, 3D games. Odds are anyone sophisticated enough to handle Jersey Devil's puzzles and dexterity tests will be bored to tears with the game. In my opinion, Jersey Devil should have been either a Z-axis, Crash Bandicoot-style platformer or a two-and-a-half dimensional, Klonoa-style game.

While Jersey's gliding ability was a welcome addition to the genre, I was frustrated by his inability to reach out and grab ledges. Unlike Croc or Gex, if Jersey's foot misses the edge of a platform, he'll fall to his death. 3D platform games should be a little more forgiving because its so easy to misjudge depth.

While the game has plenty of secrets to reward patient players, most will have abandoned the game before discovering them.

—Gary Mollohan

Jersey Devil's orchestral soundtrack was written by the part-time conductor of the Quebec Symphony Orchestra.

Box Score

Pros
- Main character has a lot of potential
- Great animation
- Movie-calibre soundtrack

Cons
- Too tough for kids, too mundane for adults
- Steer-it-yourself camera
- Inability to grab ledges

● ● ○ ○ ○
OPM Rating

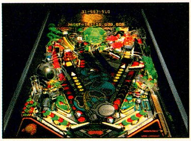
Developer Empire
Publisher Take 2
Genre Action/Adventure

PlayStation
timeshock!

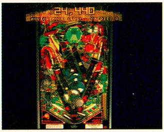
1 Player
Memory Card 1 block

Pro Pinball: Timeshock!

Tilt away from this shockingly bad game



The nicely detailed tables suffer badly in the translation to the PlayStation.



Despite tremendous advances in graphics and ball physics, most pinball sims, like billiards sims, ultimately fall short because it's simply more fun to play the real thing. Pro Pinball: Timeshock! is no exception.

Outfitted with a dizzying array of ramps, spinners and knock-down targets, Timeshock! wouldn't look out of place sitting beside an Addams Family or X-Files table. It even has the now-obligatory dot-matrix screen for playing brief cinemas and minigames. Unfortunately, the PlayStation version of Timeshock! is substantially lower res than the PC original, making it look like a jumbled mess. This is a shame, because the table is full of nicely rendered details.

It's also inexcusable that there's only one table included in the game. Since there's generally no incentive to keep playing and playing a pinball game, the makers should have included at least three tables to add some much-needed replay value.

If you absolutely love pinball but don't have the money or space for a real table, Pro Pinball: Timeshock! might be worth a look. Otherwise, this one's a definite "tilt."

—Gary Mollohan

Box Score

Pros
- Realistic ball physics
- Simulated dot-matrix screen for Video Mode
- Plenty of ramps and spinners

Cons
- The lower-res PlayStation version is too confusing
- Only one table
- Load times in a pinball sim?

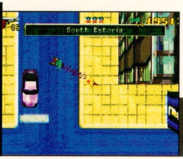
● ○ ○ ○ ○
OPM Rating

Developer DMA Design
Publisher Take 2
Genre Action/Adventure

PlayStation
grand theft auto

1 Player
Memory Card 1 block

Grand Theft Auto



PlayStation

Remember, kids, don't try this at home

You've heard the stories about this game, I'm sure. People have been calling it the most violent video game ever. The media points to it as an example of how the latest games are corrupting our children. Some people still can't believe it's actually being released on the PlayStation. So is the game as morally reprehensible as everyone says? Absolutely, and delightfully so.

The whole point of Grand Theft Auto (as the name oh-so-subtly suggests) is to commit crimes. Oh, you can try to be as nice about it as you like, but if you follow the game's missions you'll find yourself committing any number of felonies, from said grand theft auto to out-and-out homicide, vehicular or otherwise. Let's not beat around the bush here; this is simulated evil.

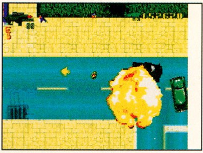
But, of course, the question is, is it *good* simulated evil? The answer is yes and no. First of all, the missions in the game are generally pretty simplistic. From the moment you get an assignment, a small yellow arrow appears on the screen, directing you step by step through the level. Rarely is your character without that crutch, which makes plowing through the entire game pretty much just a matter of time, not of skill.

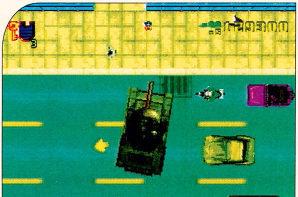
Second, the game is just plain hard to look at. The graphics are grainy, the far-overhead point of view is less than ideal (although it does call to mind some Fox special like *The World's Most Dangerous Police Chases*), and the camera's habit of zooming in and out—not to mention wiggling up and down—can get honestly sickening.

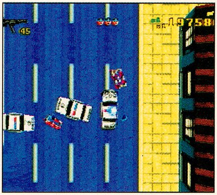
However (and it pains me to say this), the whole prospect of racing around a city, hopping into whatever vehicle catches your eye (after dragging the driver out onto the street), running over pedestrians and generally wreaking wholesale havoc is actually a hell of a lot of fun. Maybe I'm just twisted, but I can't get enough of screeching around the cities' corners, looking for a new car that's just a *little* bit faster—or one of the secret vehicles, like the tank pictured at the lower left.

Now parents, the violence (not to mention the R-rated language) makes this game not at all appropriate for children. But for anyone else, Grand Theft Auto is worth renting—to see if you're twisted enough to enjoy it.

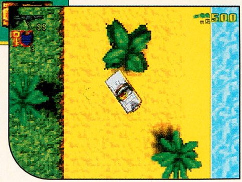
—Joe Rybicki

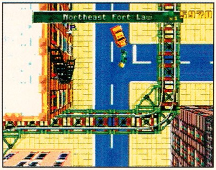






Try to be as subtle as possible with your criminal activity unless you want a run-in with the law. Draw too much attention to yourself (like slaughtering innocents, above) and you may run into a police roadblock (left).





The cities contain hazards other than police and rival gangs. Take Miami—er, "Vice City"—for example, which is littered with beaches (above) and pools, any of which can turn a poorly guided vehicle into a watery coffin.

Box Score

Pros

- Vehicles are just plain fun to drive
- There are a decent number of fast-paced missions
- Wanton destruction appeals to my dark side

Cons

- Graphics are sickening
- There are absolutely no puzzle elements
- Violent video games corrupt our children

"Grand Theft Auto is worth renting—to see if you're twisted enough to enjoy it."

Official U.S. PlayStation Magazine

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Rating

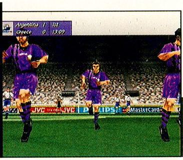
Developer Electronic Arts
Publisher Electronic Arts
Genre Sports/Racing

PlayStation
World Cup 98
EA Sports

1~8 Players

Memory Card 1 block

World Cup 98


Argentina 1 1st
Greece 0 13:09
JVC
MasterCard

PlayStation

Similar enough to induce déja vu

Given its immense global popularity, soccer is probably the only sports game a company could throw onto store shelves twice in six months and get away with it. With their recent release of World Cup 98, Electronic Arts is the first company to actually try it.

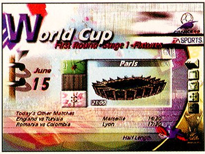
The first of these two similar games was FIFA: Road to World Cup 98 of course, and if you've played that, you pretty much know what to expect with this one—a heavily licensed, very deep 3D soccer game. The idea behind this "sequel" is that it strictly focuses on World Cup competition (instead of the arduous qualifying process that precedes it). In fact, you can even play legendary matches by using the game's World Cup Classics Mode. But to make this game worthy of having a new title, EA made a modest list of small improvements besides just shifting the focus of the game.

Unless you have both titles in front of you, it's pretty hard to recognize these changes. The bulk of them consist of aesthetic upgrades such as new player animations and slightly more detailed 3D environments. The game is also a little bit smarter thanks to several computer intelligence refinements, most of which benefit the goalies. And best of all, there's a really weird World Cup dancin' bird mascot plastered everywhere in the game.

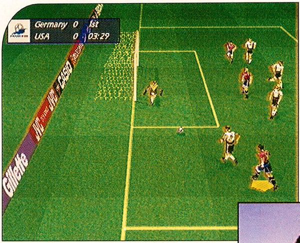
Unfortunately, EA neglected to correct many of the major flaws that bothered the first title, and instead put their effort into improving parts of the game that were pretty well off to begin with. The gameplay is still marred by choppy player animations and sluggish control, and the frame-rate isn't nearly as smooth as it needs to be. In a precise and quick game like soccer, these things are requirements, not luxuries. Perhaps EA should stop worrying about constantly adding more features and instead concentrate on getting the gameplay refined and smooth. That is undeniably the most important feature of all, isn't it?

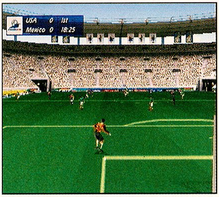
What it all comes down to is that you shouldn't bother with this game if you already have the previous FIFA title. However, if you're a first-time buyer, World Cup 98 might be worth a look, if only because it's the best option in a very average group of PlayStation soccer games.

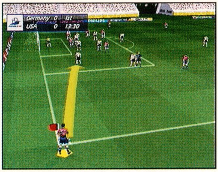
—Kraig Kujawa


World Cup
First Round-Stage 1-Fixtures
EA SPORTS
June
15
Paris
21:00
Today's Other Matches
England vs Tunisia
Romania vs Colombia
Marseille
Lyon
14:30
17:30
Half Length

World Cup 98's presentation is unmatched among soccer games.


Germany 0 1st
USA 0 03:29
Gillette
JVC
CASIO


USA 0 1st
Mexico 0 18:25


Germany 0 1st
USA 0 13:30

Be warned that after playing World Cup 98 for a while, you may go insane after seeing this bird all over the game.

Box Score

Pros

- Great presentation
- Loads of soccer licenses
- Tons of features
- Nice 3D graphics

Cons

- Choppy frame-rate and sluggish control
- Very little improved over FIFA: Road to World Cup

"You shouldn't bother with this game if you already have the previous FIFA title."

Official U.S. PlayStation Magazine

● ● ● ○ ○

Rating

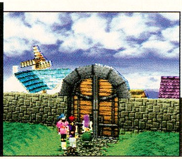
Developer	Shade
Publisher	T*HQ
Genre	RPG

PlayStation
the Granstream Saga
RP
THQ

1 Player

Memory Card 1 block

Granstream Saga



PlayStation

Finally, a true PlayStation RPG!

It's not every day that a truly original role-playing game comes along. It seems that the influence of the most popular 16-Bit RPGs is still being felt in a major way—which, in some instances, is a good thing. But I've been getting so sick of seeing PlayStation games that look like they could have been done on the old Super Nintendo (see last month's Breath of Fire III review) that any RPG that takes advantage of the power of the PlayStation is a welcome change.

The Granstream Saga, I'm pleased to say, is just such a game. Using nice, clean, polygonal graphics, an unusual overhead perspective, some top-notch anime cut scenes and a stirring soundtrack, Granstream presents itself in a refreshingly unique style. You can see for yourself on this month's demo disc that the game is just about as crisp and clean as they come.

Unfortunately, the story and gameplay aren't quite as inspiring. Although the fundamental story line is an interesting one (you must travel between the floating continents of a dying world and save each one from falling into the sea), the translation of the text is often questionable, with some extremely dense, ambiguous passages and more than a few misspelled words. (Sadly, the only spoken dialogue comes in the cut scenes. When are we going to see an RPG with voice?) And the nicely done real-time combat sequences, which at first seem fresh and exciting, tend toward monotony as you keep fighting variants of the same handful of enemies. Granted, some enemies can act unpredictably, but these are relatively scarce.

Also, there aren't a whole lot of puzzles in the game; the main challenge is finding your way through increasingly complex dungeons populated with nasty beasts (and, thankfully, few surprise battles). The rest of the game consists of performing various tasks according to direction—direction which is generally so blatant as to make one feel as though one is being led around by the nose.

With some more cerebral puzzles, more astute translation and a better variety of combat situations, The Granstream Saga could have been an exceptional game. As it is, it's certainly better than average...but not by much.

—Joe Rybicki

Although short and relatively sparse, the anime cut scenes (above) are of pleasantly high quality, and punctuate the story at key points. If the translation weren't so mediocre, though, the story would hold together better.

MP 180B
LP
HP

Levante:
We even got her to sacrifice
her own child for us!

The real-time battles (above), with their brisk (Dodge! Parry! Thrust!) pacing, throw some real nail-biting excitement into the mix—at least until you start fighting the same monsters over and over and over...

Box Score

Pros

- Nice, clean graphics
- Good overall presentation
- Unique real-time battles
- Some unpredictable AI

Cons

- Questionable translation
- Few puzzles
- Small collection of enemies
- Game progression is very linear

"Any RPG that takes advantage of the power of the PlayStation is a welcome change."

Official U.S. PlayStation Magazine

● ● ● ○ ○

Rating

Developer	Konami
Publisher	Konami
Genre	RPG

PlayStation
Azure Dreams
RP

1 Player
Memory Card 1~13 blocks

Azure Dreams

Hi-ya Shin.
Welcome.
... so what do you want today?

PlayStation

Konami dreams up a new kind of RPG

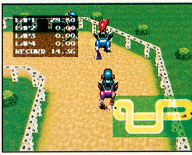
Konami's latest offering for the PlayStation is a difficult game to categorize. Part action RPG, part real-time strategy, part Tamagotchi virtual pet and even a dash of dating simulator, Azure Dreams is an eclectic mix of several of the more popular genres in the Japanese market.

Similar to Tecmo's Monster Rancher, most of Azure Dreams centers around finding and training monsters to fight for you, only this time within a more conventional town and dungeon action/RPG setting. Thanks to the clever design of the various monsters and their unique special abilities, the monster-raising elements make the transition smoothly and become the most addictive part of the game. Adjusting the AI of your "pets" is handled well, allowing you to control their every move or set general guidelines for them to follow, with a quick and intuitive interface.

Another refreshing aspect of Azure Dreams is the high level of interaction with the town of Monsbaiya, which actually changes and grows as the game progresses. You can spend your hard-won gold to build a theater, racetrack (complete with a great Chocobo-racing style minigame), library and even expand your own house and furnish it as you like. And despite a few jokes that didn't survive the translation into English, dialogue with the townspeople is engaging. You can see the effects of your growing wealth and reputation as you chat with friends and rivals, attempt to woo prospective girlfriends, and exchange notes with other monster trainers. The ever-evolving town and its inhabitants keep the game's story line fresh and interesting, and provide a badly needed break from all the dungeon combat.

Unfortunately, graphics and level design don't live up to the ambitiously original gameplay. Unimpressive special effects and lackluster textures aren't so horrible that they really hurt the game, but it's obvious they aren't of the same caliber as most PS titles. Another problem is the randomly generated levels of the Monster Tower (which are terribly plain and completely without puzzles) that often require little thought beyond "find the exit." Still, Azure Dreams does things well that very few other games attempt at all. RPG fans looking for something new should definitely give it a try.

—Mark MacDonald



Races such as this are just some of the quirky diversions you'll find in Azure Dreams.

21
079/MAX 085
Shin used Blaze ball.
Blaze ball was fired.

22
085/MAX 085
MANOEVA received 16 damage.
MANOEVA's attack
Kiwi suffered 1 damage.

21
073/MAX 085
Items
Select
Line up
Fuse
Command
Feet
Smiley
U-BOAT Lv28
HLTH HP 66/69
MP 39/80
ATK 51 DEF 47
MAX 52 MAX 47
EXP
DeaRock Lv13

23
057/MAX 085

As if the dungeon design weren't simplistic enough, the game includes a handy map overlay.

Box Score

Pros

- **Unique and addictive monster and town building**
- **Very long quest with involved story line**

Cons

- **Repetitive music and simple graphics**
- **Randomly built dungeon levels offer little variety**

> "Azure Dreams does things well that very few other games attempt at all."

Official U.S. PlayStation Magazine

● ● ● ○ ○

Rating

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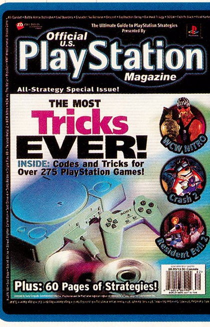
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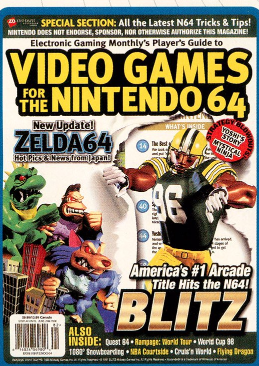
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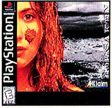
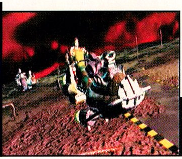
Developer Probe
Publisher Acclaim
Genre Action/Adventure



1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

Forsaken



"The new Acclaim's" future seems far from forsaken

Set in a post-apocalyptic future, Forsaken is a new Descent-style corridor shooter from "the new Acclaim." After Earth is decimated by an uncontrollable fusion reaction, free-loading scum from around the universe descend like vultures to plunder the few remaining resources.

Programmed by Probe in low-level assembly, Forsaken is one of the most visually impressive PlayStation titles to date. The game screams along at a constant 50-60 fps, even when the screen is filled with enemies and explosions. Colored lighting effects abound, giving the game a distinctive "Euro" look. Not only do the effects look impressive, but they also enhance gameplay; a few well-aimed rockets can be used to light a darkened corridor to see what lies ahead.

Equally impressive are Forsaken's sprawling subterranean levels, which spool continuously from the disc, resulting in zero breaks in the action. Three teams of level designers reportedly worked independently of one another to prevent Forsaken's levels from acquiring the inevitable sameness that plagues countless other corridor shooters, a decision that definitely paid off. Although complex, the levels have their own internal logic and transcend the typical find-switch-to-open-door mentality.

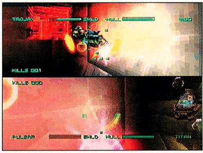
Enemies possess an uncommon level of intelligence, dodging and stalking with deadly accuracy. They almost always attack in numbers, making constant strafing a must. Forsaken also scores high marks for control, utilizing every button on the standard digital pad.

Unfortunately, the PlayStation version of Forsaken lacks the four-player death matches found in its N64 counterpart. The two-player PlayStation contests seem tame in comparison, as the immense levels afford too many opportunities to run and hide.

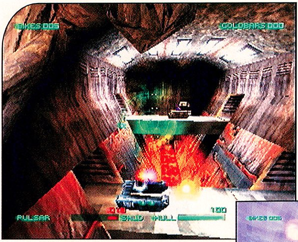
Also, there are too many drone-type enemies and not enough encounters with rival bounty hunters. The opening cinema lead me to believe there would be lots of Twisted Metal-style combat with recognizable foes, which is just not the case.

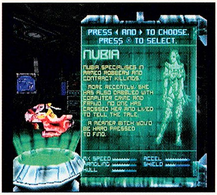
While many rolled their eyes upon hearing the once-mighty Acclaim's new "quality over quantity" mantra, Forsaken certainly made a believer out of me. Highly recommended.

—Gary Mollohan



Although two-player death matches are a welcome addition to any game, Forsaken's are a bit tame when compared to four-player melees seen in its N64 cousin.





PRESS ◀ AND ▶ TO CHOOSE.
PRESS ⊗ TO SELECT.

NUBIA

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HULL
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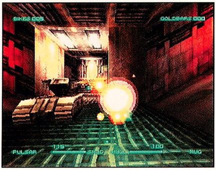
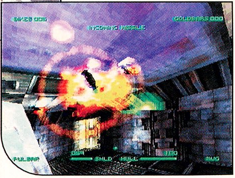




When enemies die, they eject weapon and shield pods to be scooped up by savvy players. In addition to being a cool gimmick, the effect lends to the whole scavenger theme of the game.

Box Score

Pros

- Beautiful lighting effects
- Inspired control
- Highly intelligent enemies

Cons

- No four-player death matches
- Too many drone-type enemies
- Analog control is a bit touchy

> "While many rolled their eyes upon hearing the once-mighty Acclaim's new 'quality over quantity' mantra, Forsaken made a believer out of me."

Official U.S. PlayStation Magazine

●●●●○

Rating

PlayStation
BIO FREAKS

Developer	Midway
Publisher	Midway
Genre	Fighting

1 or 2 Players

Memory Card 1 block

Bio F.R.E.A.K.S.

Freaky, but not fun

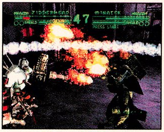
With so many fighting games available for the PlayStation, game designers need to have some sort of feature that makes their game stand out. Midway's new game Bio F.R.E.A.K.S. has more than its fair share of interesting ideas, but its lackluster gameplay drags it into the realm of mediocrity.

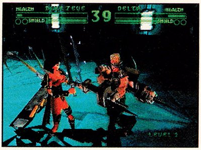
The odd (albeit somewhat small) cast of characters is one of Bio F.R.E.A.K.S.' strong points. The fighters include a robotic Minotaur and a large, oafish brute who has a tendency to, well, vomit quite a bit. There's also a mutant clown who will bring back bad memories of War Gods' Kabuki Jo.

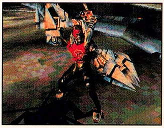
If you're looking for gore, Bio F.R.E.A.K.S. has it in spades. In addition to the gallons of blood (that splashes on the screen), there are special moves that will allow you to tear off opponents' limbs. You can even rip them in half if you're good enough.

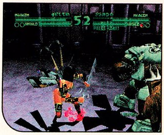
Unfortunately, the gameplay is horribly slow. Moves are executed with a perceptible lag, if at all. Usually, blocking seems to be more luck than skill. The fairly choppy graphics don't help either. It's a shame, really. With a bit of clean-up, Bio F.R.E.A.K.S. could have been great.

—Phil Theobald









The characters are interesting in their futuristic mutant garb, but there just aren't enough of them.

Box Score

Pros	Cons
• Cool character design • Gory special moves	• Blocky graphics • Unresponsive controls • Lack of characters

●●○○○

OPM Rating

PlayStation
POWERBOAT Racing

1 or 2 Players

Memory Card 1 block

Analog Controller Compatible

Developer	VR Sports
Publisher	Interplay
Genre	Sports/Racing

VR Sports

Powerboat Racing

That old sinking feeling

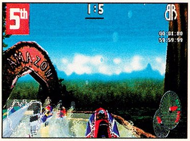
VR Sports' Powerboat Racing is a pretty good idea that has gone horribly, horribly wrong. There's been plenty of racing games for the PlayStation, but precious few where you race on water. The fact that you do in this game was enough to pique my curiosity. Unfortunately, just about everything that could have gone wrong with this game, did.

Looking at the graphics will bring to mind a poorly programmed first generation game. Powerboat features ugly, blocky textures and pop-up that makes trees, signs and mountains suddenly appear a few yards in front of your boat. This is especially noticeable in Two-player Mode.

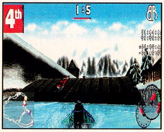
Controls are very stiff and unresponsive with the standard PlayStation controller. With an analog controller, the slightest nudge of the stick sends you careening into the nearest wall. Also, be prepared to run into more walls when you jump off of one of the game's many ramps. The awkward camera angle prevents you from seeing what's up ahead when you're airborne.

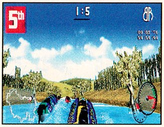
If done right, the floaty feel of racing on water could have made this game a modern-day WipeOut XL. Done this way, however, the game is instantly forgettable.

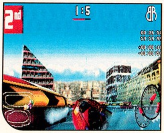
—Phil Theobald



The camera perspective shows you more of the sky than of the track, which is inexcusable in a racing game.







Box Score

Pros	Cons
• Racing boats is pretty cool • Decent variety of tracks	• It looks really ugly • Lousy control with digital or analog pad

●○○○○

OPM Rating

Review Recap

We play the crappy games so you don't have to

Dead or Alive

KASUMI
28
LEI-FANG

Ace Combat 2

The sequel to Namco's hit game of airborne combat introduces advanced enemy fighter plane artificial intelligence as well as a host of new missions. With an array of distinct aircraft to earn, this is easily the PlayStation's best game of air-to-air fighter combat.

OPM Rating ●●●●●

Arcade's Greatest Hits: Atari Coll. 2

Just about all of us spent a lot of time with the games in this collection when they were in the arcades, so you might think you'd be as willing to spend time with them now. For the most part, you'd be wrong. Like most collections of old arcade games, this one is good for nostalgia but really not much else. Marble Madness is the best of the lot.

OPM Rating ●●◐○○

Bloody Roar

The newest fighter from SCEA sports loads of interesting options, most notably the ability to transform from human to beast at will. A quick fighting engine and intuitive controls earn points for this one, but the overall low level of difficulty prevents it from being truly great. Still, it's a solid, interesting addition to the PlayStation's stable of fighters.

OPM Rating ●●●◐○

Castlevania: SotN

The latest installment in the venerable Castlevania series has been hailed by many as the best game of 1997. Castlevania offers some of the best platform/adventure/RPG action on any system, with beautiful graphics, enthralling gameplay and three separate endings to boot. Castlevania: Symphony of the Night is a must-have for any gamer.

OPM Rating ●●●●●

Colony Wars

Psygnosis' game of space combat has wowed players and viewers alike from its earliest stages of development. Spiced with some of the greatest graphics of any PlayStation title yet, its gripping space saga is enhanced by great controls and a relatively non-linear story line. The story isn't exactly high art, but the hair-trigger controls put most other games of space combat to shame.

OPM Rating ●●●●●

Crash Bandicoot 2

Naughty Dog and Universal took criticisms of the first Crash to heart when designing the sequel. Although very similar to the original, Crash 2 is more user-friendly, less linear, more honest in its challenges and more impressive graphically. An all-around great platformer.

OPM Rating ●●●●○

Dead or Alive

Tecmo has produced one surprisingly excellent fighter with Dead or Alive. The game has tons of moves, lighting-fast controls and a hyperactive move-reversal system that never lets any one player dominate the match. Add a quick-dodge Evade button, and you've got one fast and furious fighter. No, it's not politically correct, but it is one superb game.

OPM Rating ●●●●◐

Final Fantasy VII

The most hyped RPG ever makes good on its promise with superlative graphics, a solid game engine and an amazing story. Complaints of the game's initial linearity are squashed under its overwhelming merits. RPG purists who are immune to awe may complain of the overly cinematic presentation. Ignore them. FFVII will redefine the genre.

OPM Rating ●●●●●

Hot Shots Golf

SCEA's whimsical golf game is a good place to start if you have no idea how to play golf. The game takes care of all the mundane details for you, leaving you free to enjoy the thrill of a hole-in-one. Hidden players and other goodies, as well as a full (and tough) miniature golf course, add challenge and replayability. It's easily the most simple and addictive golf game available.

OPM Rating ●●●●○

Judge Dredd

Fans of the comic series or the movie (of which there are precious few) would be most likely to stand a chance of enjoying this one. It's a largely ho-hum light-gun shooter where you get to wear Dredd's badge and take on the role of judge jury, and executioner. Although Dredd is, in fact, the law, he is not an attractive man, as evidenced by the absolutely horrible full-motion video sequences: Dredd wears a comical sneer that perfectly sets the tone for this laughable game. Another great comic license destroyed by bad visualization.

OPM Rating ●◐○○○

recap pick of the month

Gran Turismo

You just have to sit down with Gran Turismo for one lap to realize why we've called it the greatest racing game ever. Where to begin? How about the insane number of available vehicles—166, to be exact, all of them actual makes and models (well, there are a couple concept cars) from such well-known manufacturers as Honda, Mitsubishi and Mazda? How about 11 tracks, ranging in challenge from simple to mind-numbingly difficult? How about vehicle physics so realistic that professional drivers testify to the cars' handling? And if that's not enough, how about a Replay Mode that makes you feel like you're watching ESPN? Yes, the simulation-style GT Mode is challenging. Too challenging for some? Perhaps. But there's always the Arcade Mode for those looking for a quick fix. Bottom line? It doesn't get better than this. Go buy it now.

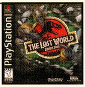
OPM Rating ●●●●●

Klonoa

Namco's platformer is delivered in the "2-and-a-half-D" style that made Crystal Dynamics' Pandemonium! popular, but is much cleaner-looking, as well as a great deal more complex. The ability to choose between multiple pathways makes each level more intricate—and consequently more challenging. Don't let the cartoony graphics fool you; this is no kiddie game.

OPM Rating ●●●●●

The Lost World: Jurassic Park



This game has a great deal of potential, but fails—in a big way—to deliver the goods. The absolutely amazing dinosaur animations can't redeem this one; it manages to break every sensible rule of platform gaming. If you're into good gameplay, go dig somewhere else.

OPM Rating ●○○○○

MLB 99

So far, this is the best baseball game available for the PlayStation. Great graphics, detailed players and lots of helpful options keep MLB 99 at the top of its game. There are some problems in AI, but they don't tarnish the game too much.

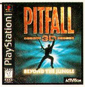
OPM Rating ●●●●○

ReBoot

The novelty of maneuvering a hoverboard through a 3D environment brings to mind the arcade classic 720, but wears off quickly under the strain of poor controls and monotonous play. Fans of the Saturday-morning computer-animated series of the same name will undoubtedly enjoy ReBoot more than the rest of us.

OPM Rating ●●◐○○

Pitfall 3D



As great as a 3D Pitfall game might sound in theory, in reality it leaves much to be desired. Restrictive controls, horrible camera angles and cheap deaths ruin the effect of the decent graphics and sound. It does have the original Atari 2600 game hidden inside, however.

OPM Rating ●●○○○

SaGa Frontier

There is such a thing as being too non-linear, as evidenced by the unfocused collection of stories that makes up SaGa Frontier. Nevertheless, the beautiful backgrounds, an unusual battle system, and a lighthearted feel should appeal to RPG-hungry fans with a lot of time on their hands.

OPM Rating ●●●◐○

San Francisco Rush

Midway's high-flying arcade racer leaps onto the PlayStation, with less than spectacular results. The framerate is low and the graphics are grainy, but the track design has always been the real star of the SF Rush show, and the tracks are completely intact. It's an enjoyable game, if something of a guilty pleasure.

OPM Rating ●●●○○

Soul Blade

As far as weapons-based fighters go, they don't come much better than this. Although the combat itself might seem a bit on the simple side for those accustomed to Tekken, a host of options not found in the arcade version offer a whole lot of replayability. All this, and great characters, too. It's well worth the new Greatest Hits price, and then some!

OPM Rating ●●●●◐

Tekken 2

Fighting fans who can't afford to pick up Tekken 3 can do almost as well by snagging a Greatest Hits copy of Tekken 2. It's still one of the most difficult fighting games to master, and yet is simple enough that a newcomer can do well on the first try. No, there are no secret modes, but the engine can get even faster than Tekken 3!

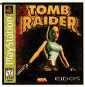
OPM Rating ●●●●◐

Tekken 3

This game takes the superb engine of Tekken 2 and adds some truly unique new characters, two extra play modes and even more impressive graphics to arrive at what is simply the greatest fighter ever. Just check out Eddy Gordo's moves if you need proof. How will they ever top it?

OPM Rating ●●●●●

Tomb Raider



The game that started Lara Croft's reign as *the* video diva still provides an impressive gaming experience. Huge, moody levels keep the tension levels high between battles. Only a weak save system mars this Greatest Hit.

OPM Rating ●●●●○

Tomb Raider II

Although this sequel is at its heart just more of the same, the inclusion of vehicles for Lara to pilot (a small speedboat and a nicely realistic snowmobile) adds some plain old arcade-style fun to a game that can become a bit too ponderous at times. One would expect the graphics to be better than the original, though.

OPM Rating ●●●●◐

Ratings at a Glance

Alundra	●●●●○
Armored Core	●●●◐○
Blasto	●●●◐○
Breath of Fire III	●●●◐○
Cardinal SYN	●●●○○
Cool Boarders 2	●●●●○
Croc	●●●●○
Deathtrap Dungeon	●●◐○○
Duke Nukem: TM	●●●○○
Final Fantasy Tactics	●●●●○
G-Police	●●●●◐
Gex: Enter the Gecko	●●●◐○
Ghost in the Shell	●●●●○
Jet Moto 2	●●●◐○
Madden NFL 98	●●●●○
March Madness 98	●●●●○
Marvel Super Heroes	●●○○○
Micro Machines	●●●●●
MK Mythologies	●●◐○○
Moto Racer	●●●●●
NBA Live 98	●●●●◐
NBA Shoot Out 98	●●●◐○
NCAA Football 98	●●○○○
Need for Speed III	●●●●○
NFL GameDay 98	●●●●●
NHL 98	●●●●○
NHL FaceOff 98	●●●●●
Nightmare Creatures	●●●◐○
One	●●●●○
OW: Abe's Oddysee	●●●●○
PaRappa the Rapper	●●●●●
Point Blank	●●●◐○
Resident Evil 2	●●●●●
Resident Evil: DC	●●●○○
Riven: Sequel to Myst	●●●●●
Skullmonkeys	●●●●●
Spawn: The Eternal	●●○○○
Star Wars: MoTK	●●●○○
Street Fighter EX + α	●●●●○
Test Drive 4	●●●◐○
Treasures of the Deep	●●●●○
Triple Play 99	●●◐○○

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GAMESPOT

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a SOFTBANK
company

PRE^3

A Sneak Preview of the Most Important Show of the Year

It's in Atlanta, and it's only open to the industry and press, so why in the hell do you care? The yearly Electronic Entertainment Expo is the biggest gaming show on Earth, and any company who's anybody will be there showing their most treasured wares. E^3 is where important announcements, surprises and deals are made—the kind of things that directly shape the games you'll be playing in the future. The PlayStation debuted at E^3, and now it practically dominates it.

ELECTRONIC ENTERTAINMENT EXPO E3™

Legend

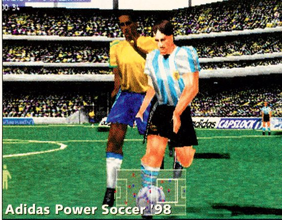
game name
Adidas Power Soccer '98
Psygnosis **July**
developer *release date*

pos 10/16 1:16 lap
2"51
WINS: 0
RAIDEN

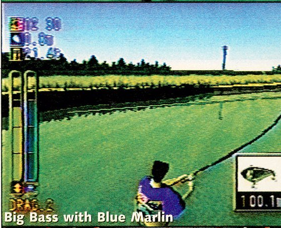
Sports/Racing

Adidas Power Soccer '98	Psygnosis	July
Backstreet Billiards	ASCII	Q4 '98
Bass Landing	ASCII	Q4 '98
Bass Masters Classic: TE	T*HQ	August
Big Air Snowboarding	Accolade	Q4 '98
Big Bass with Blue Marlin	Hot B	October
Blades of Steel	Konami	Q1 '99
Brunswick Circuit Pro Bowling	T*HQ	August
Carom Shot	ASCII	Q4 '98
Cool Boarders 3	SISA	October
Dead Ball Zone	GT Interactive	June
F1 '98	Psygnosis	October
F1 Racing 2	Ubi Soft	October
Fox Sports Interactive Golf	Fox Interactive	June
Fox Sports Interactive Hockey	Fox Interactive	September
Fox Sports Interactive Soccer	Fox Interactive	June
Fox Sports Interactive Tennis	Fox Interactive	September
Gary Player Golf	Fox Interactive	June
Golden Goal Soccer	Take 2	August
HardBall 6	Accolade	August
Hot Shots Golf	SCEA	May
International Rally Championship	T*HQ	September
International S. Soccer Pro '98	Konami	July
Jeff Gordon Racing	ASC	Q1 '99
Jeremy McGrath Supercross '98	Acclaim	June

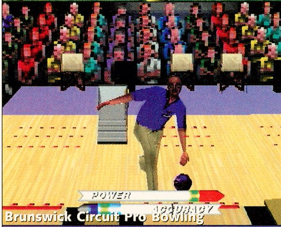
> This year's E^3 promises to be very interesting in regards to sports games. All eyes will be turned toward EA, since they are finally rolling out a fully polygonal Madden title and the PlayStation's first real boxing game. What might be even more interesting is how Sony's NFL GameDay 99 tries to hold its lead.



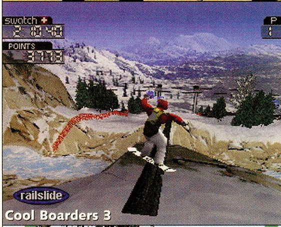
Adidas Power Soccer '98



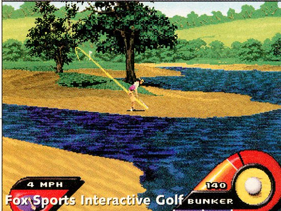
Big Bass with Blue Marlin



Brunswick Circuit Pro Bowling



Cool Boarders 3



Fox Sports Interactive Golf

Sports/Racing cont.

Knockout Kings	Electronic Arts	Q3 '98
Madden NFL 99	Electronic Arts	Q3 '98
MLBPA Bottom of the 9th '99	Konami	July
Moto Racer 2	Electronic Arts	October
NASCAR 99	Electronic Arts	Q3 '98
ESPN National Hockey Night	Radical Entertainment	October
NBA In The Zone '99	Konami	Q1 '99
ESPN NBA Tonight	Radical Entertainment	October
NCAA Football 99	Electronic Arts	Q3 '98
NFL Blitz	MIdway	September
NFL GameDay 99	SISA	September
NFL Xtreme	SISA	July
NHL 99	Electronic Arts	Q3 '98
NHL FaceOff 99	SISA	October
Pro 18	Psygnosis	November
Rally Cross 2	SISA	November
Road Rash 3D	Electronic Arts	May
RC Stunt Copter	Interplay	Q1 '99
Rig Race USA	Empire Interactive	November
Rush America	Midway	October
Sensible Soccer 2000: Club Ed.	GT Interactive	Q4 '98
Snow Racer '98	Infogrames	Q4 '98
Speed Tribes	T*HQ	October
Prof. Sportscar Racing	Virgin	Q4 '98
Streak	GT Interactive	November

To the surprise of no one, Fox Sports has finally announced their foray into sports gaming. Their first titles, Fox Sports Golf, Tennis and Soccer will be at the show, and perhaps even Hockey. There may also be announcements concerning a football game, which we know Fox is busily trying to get off the ground.

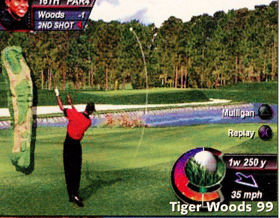
UMBRO
Canon
Go for
Cambell
11
International SuperStar Soccer Pro '98

Knockout Kings

M Piazza
12
G Cadaret
BOTTOM OF THE 1ST
ANA
0 - 0
LA
MLBPA Bottom of the Ninth '99

NFL GameDay 99

NFL Xtreme



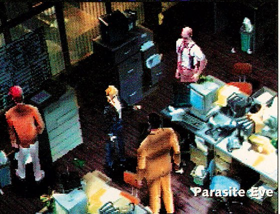
Tiger Woods 99

pos 14/16
1:00
lap 1/3
0:29:46
0:29:46

Turbo Prop Racing

Kartia

Lunar: Silver Star Story



Parasite Eve

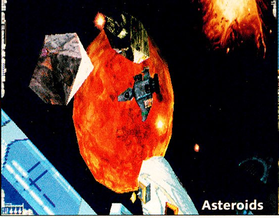
Making for a somewhat anticlimactic E^3 atmosphere, Square has already announced Final Fantasy VIII. However, it's a sure bet that they'll have the game in some form at the show—probably a running tape similar to what they showed the press on May 15 in Japan.

Team Losi RC Racing	Fox Interactive	August
Test Drive 5	Accolade	November
Test Drive: Off-Road 2	Accolade	November
Tiger Woods 99	Electronic Arts	September
TOCA Touring Car Championshi	No Publisher Yet	Q3 '98
Turbo Prop Racing	SCEA	August
VR Football '99	Interplay	October
WCW/NWO	T*HQ	November
World Cup 98	Electronic Arts	May
WWF Warzone	Acclaim	June
X Games Pro Boarder	Radical Entertainment	October

RPG

Azure Dreams	Konami	June
Breath of Fire III	Capcom	May
Final Fantasy VIII	Square Soft	Electronic Arts
Kartia	Atlus	August
Lunar: Silver Star Story	Working Designs	September
Parasite Eve	Square/EA	Q4 '98
RPG Maker	ASCII	Q4 '98
Sentinel Returns	Psygnosis	August
Soldnerschild	Koei	Q4 '98
Suikoden II	Konami	Q1 '99
Tales of Destiny	Namco	September
Xenogears	Square/EA	Q4 '98

Apocalypse


Asteroids

Brave Fencer Musashiden

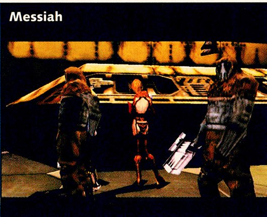
Action/Adventure

Akuji the Heartless	Crystal Dynamics	November
Alien Resurrection	Fox Interactive	Q3 '98
Aliens vs. Predator	Fox Interactive	Q4 '98
Apocalypse	Activision	TBD
Armored Core: Proj. Phantasma	ASCII	Q4 '98
Army Men 3D	3DO	November
Asteroids	Activision	TBD
Batman & Robin	Acclaim	June
Bio Swarm	3DO	November
Bomberman Fight	Atlus	Q4 '98
Brave Fencer Musashiden	Square/EA	Q4 '98
C: The Contra Adventure	Konami	August
Capcom Generations Vol. 1	Capcom	September
Capcom Generations Vol. 2	Capcom	September
Centipede	Hasbro Interactive	October
Clock Tower II: The Struggle	ASCII	Q4 '98
Colony Wars: Vengeance	Psygnosis	November
Crash Bandicoot 3	SCEA	November
Crime Killer	Interplay	June
Croc 2	Fox Interactive	Q4 '98
Diabolical Adventures of Tobu	SISA	November
Duke Nukem: Time to Kill	GT Interactive	October
Earthworm Jim 3	Interplay	September
Einhänder	SCEA	May
Elemental Gearbolt	Working Designs	June
Fifth Element	Activision	TBD
Flying Core Gold	Empire Interactive	Q4 '98
Forsaken	Acclaim	May
G-Shock	Konami	October

> There's a lot of cool games in this but how could there not be—it's a big genre! Obviously, Metal Gear Solid is the game to watch, and it'll be very playable on the show floor. We're also interested in seeing how well Lara's breas...er polygons look in Tomb Raider 3.

Elemental Gearbolt

Mega Man Legends


Messiah

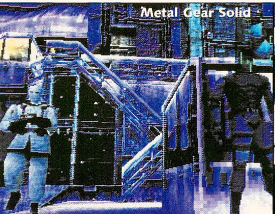
Centipede

CRIPPLED BATTLESHIP
Colony Wars: Vengeance

Earthworm Jim 3D

Grand Theft Auto	Take 2	May
Hard Edge	Sunsoft	Q4 '98
Heart of Darkness	Interplay	August
Indiana Jones	LucasArts	Q4 '98
Invasion from Beyond	GT Interactive	October
Jersey Devil	SCEA	October
L.A.P.D. 2100 A.D.	Electronic Arts	September
Legacy of Kain: Soul Reaver	Crystal Dynamics	October
Looney Tunes	Infogrames	Q4 '98
MediEvil	SCEA	October
Mega Man Legends	Capcom	September
Messiah	Interplay	November
Metal Gear Solid	Konami	October
Monkey Hero	Take 2	November
N2O: Nitrous Oxide	Fox Interactive	June
Ninja	EIDOS	September
ODT	Psygnosis	November
Pac-Man 3D	Namco	Q4 '98
Poy Poy 2	Konami	September
Pro Pinball: Timeshock!	Empire Interactive	May
Psybadek	Psygnosis	December
Rayman 2	Ubi Soft	Q1 '99
Redline	Accolade	TBD
Rising Zan: The Samurai Gunman	ASCII	Q1 '99
Rogue Trip	GT Interactive	October
Rugrats	T*HQ	November
Shadow Madness	Crave Entertainment	October
Silent Hill	Konami	November
Silhouette Mirage	Working Designs	August
Small Soldiers	Electronic Arts	August

From what we've heard, Twisted Metal 3 will be shown behind closed doors, but it won't be made by the same team that did the first two for Sony. That development team, SingleTrac, will be showing off Rogue Trip (which is being dubbed the unofficial sequel.)


Metal Gear Solid

Psybadek

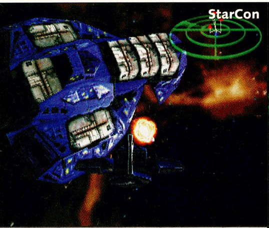
Small Soldiers

Action/Adventure

Spyro the Dragon	SCEA	September
Star Trek: Klingon Academy	Interplay	October
StarCon	Accolade	November
Superman	Titus	Q4 '98
Syphon Filter	SISA	November
Tenchu	Activision	TBD
The Wild 9	Interplay	September
Thunder Force V	Working Designs/Spaz	July
Tiny Tank: Up Your Arsenal	MGM Interactive	Q4 '98
Tomb Raider 3	EIDOS	November
Tomba!	SCEA	November
Tomorrow Never Dies	MGM Interactive	Q4 '98
Trap Gunner	Atlus	Q4 '98
Twisted Metal 3	SISA	Q4 '98
Uprising X	3DO	October
Vigilante 8	Activision	June
Viper	Infogrames	August
Xena	Universal Interactive	Q4 '98

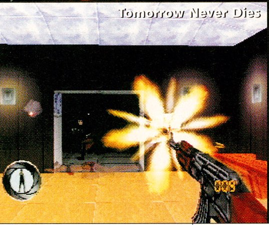
Puzzle/Strategy

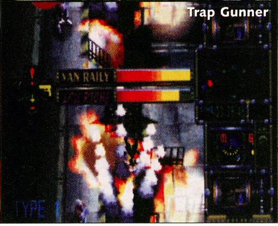
Abe's Exoddus	GT Interactive	November
Battleship	Hasbro Interactive	September
C&C Red Alert: Retaliation	Westwood Studios	August
Castle of Deception	Tecmo	September
Constructor	Acclaim	July
Devil's Dice	T*HQ	September
Dungeon Keeper 2	EA - Bullfrog	Q4 '98
Global Domination	Psygnosis	November
Jeopardy!	Hasbro Interactive	October

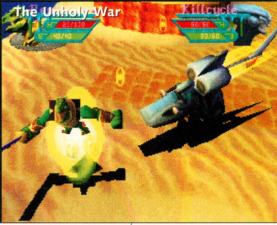


Thunder Force V

Castle of Deception
ガストーン
「まちかねたぞ、ムスメ！」







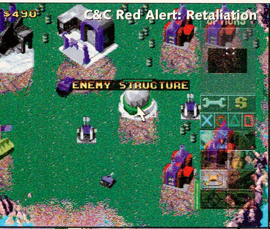
One of the most promising-looking strategy games this year is The Unholy War. Combining turn-based play with action-oriented melee combat, the mere structure of the game looks intriguing. But most exciting is the fact that the development team includes designers of the classic Archon, one of the earliest and best PC strategy games.

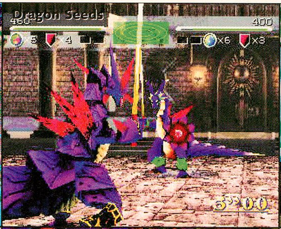
Life	Hasbro Interactive	October
Master of Monsters	ASCII	September
Populous: The Beginning	EA - Bullfrog	Q4 '98
Risk	Hasbro Interactive	May
SecOps	Take 2	November
The Unholy War	Crystal Dynamics	September
WarGames: Defcon 1	MGM Interactive	June
Wheel of Fortune	Hasbro Interactive	September
Bio F.R.E.A.K.S.	Midway	June

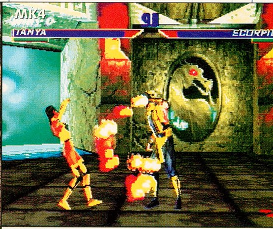
Fighters

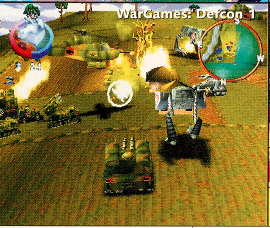
Bushido Blade 2	Square Soft	Q4 '98
Cardinal SYN	SISA	August
DarkStalkers 3	Capcom	October
Dragon Seeds	Jaleco	Q4 '98
Kemsei Sacred Fist	Konami	Q4 '98
Marvel Super Heroes vs. SF	Capcom	November
MK4	Midway	June
Pocket Fighter	Capcom	July
Rival Schools	Capcom	September
SF Collection 2	Capcom	Q4 '98
Shao Lin	T*HQ	November
Thrill Kill	Virgin	Q4 '98
X-Men vs. Street Fighter	Capcom	June

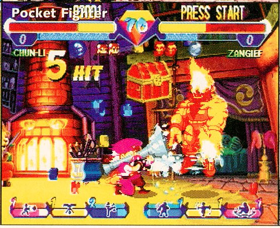
Virgin's Thrill Kill has an interesting story behind it. At last year's E3 it was shown behind closed doors, partly because of its controversial. You see, it used to be called "S&M".


$490
C&C Red Alert: Retaliation
ENEMY STRUCTURE

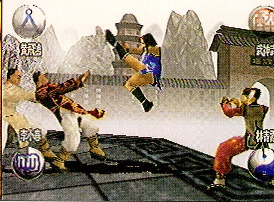

Dragon Seeds
460
400
×6
×3


MK4
TANYA
SCORPI


WarGames: Defcon 1


Pocket Fighter
PRESS START
70
CHUN-LI
ZANGIEF
5 HIT

Shao Lin



It seems that this year's fighting boom (spearheaded by Tekken 3) has come and gone, but there are still some interesting titles on the way. One of the most unusual looks to be Shao Lin. Although T*HQ's Vs. fared poorly, Shao Lin features a unique four-player setup which should be a riot—if they can pull it off well.

TEKKEN 3

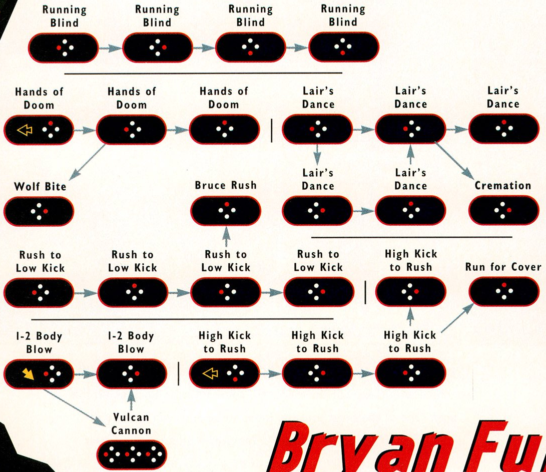
Strategy Update

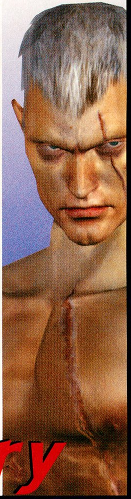
This month we will conclude our Tekken 3 coverage with links, strings and combos for Bryan Fury, Heihachi and both forms of Ogre, the final Boss. In addition, we had the opportunity to catch up with Ryan MacDonald, the reigning Tekken 3 champion from Namco's latest press tournament. Be sure to check out the tips and strategies the current King of the Iron Fist has to offer. Don't pass up the chance to learn a trick or two from the master.

Move List Key

- ⁘ Button Configuration
- ★ Neutral Position
- ➡ Hold Direction
- ⇨ Tap Direction

LINKS

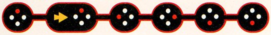

Running Blind
Running Blind
Running Blind
Running Blind
Hands of Doom
Hands of Doom
Hands of Doom
Lair's Dance
Lair's Dance
Lair's Dance
Wolf Bite
Bruce Rush
Lair's Dance
Lair's Dance
Cremation
Rush to Low Kick
Rush to Low Kick
Rush to Low Kick
Rush to Low Kick
High Kick to Rush
Run for Cover
1-2 Body Blow
1-2 Body Blow
High Kick to Rush
High Kick to Rush
High Kick to Rush
Vulcan Cannon



Bryan Fury

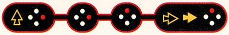
COMBOS

5-Hit Slam-O-Matic Combo



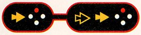
Right Upper
Fisherman's Slam
Running Blind

4-Hit Orbital Smasher Combo



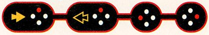
Orbital Heel Kick
Left Punch
Left Punch
Mach Breaker

2-Hit Mach Combo



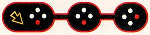
Fisherman's Slam
Mach Breaker

4-Hit Big Phatty Combo



Fisherman's Slam
Hands of Doom
Wolf Bite

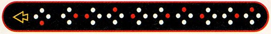
3-Hit Nut Cracker Combo



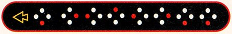
Snake Edge
Double High Knee Kick

STRINGS

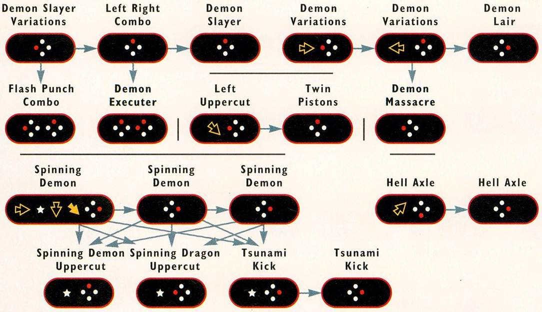
10-Hit String #1



8-Hit String #1

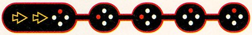


LINKS


Demon Slayer Variations
Left Right Combo
Demon Slayer
Demon Variations
Demon Variations
Demon Lair
Flash Punch Combo
Demon Executer
Left Uppercut
Twin Pistons
Demon Massacre
Spinning Demon
Spinning Demon
Spinning Demon
Hell Axle
Hell Axle
Spinning Demon Uppercut
Spinning Dragon Uppercut
Tsunami Kick
Tsunami Kick

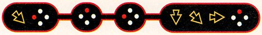
COMBOS

5-Hit Banishment Combo



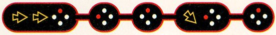
Demon Uppercut
Left Punch
Demon Slayer

4-Hit Fist of Hell Combo



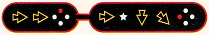
Twin Pistons
Left Punch
Heavy Power Punch

5-Hit Demonic Lust Combo

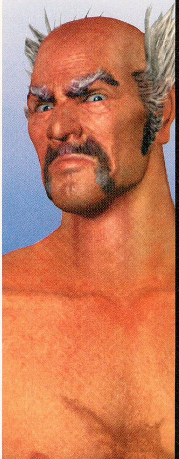


Demon Uppercut
Left Right Combo
Twin Pistons

2-Hit Kiryuken Combo



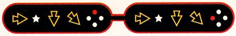
Demon Uppercut
Dragon Uppercut



Heihachi Mishima

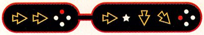
COMBOS (HEIHACHI CONTINUED)

2-Hit Kiskin Combo



Rising Uppercut — Dragon Uppercut

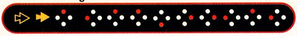
2-Hit Dragon Combo



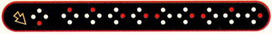
Demon Uppercut — Dragon Uppercut

STRINGS

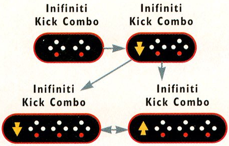
10-Hit String #1

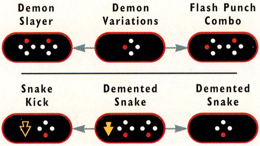


10-Hit String #1



LINKS

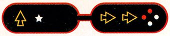

Inifiniti Kick Combo
Inifiniti Kick Combo
Inifiniti Kick Combo
Inifiniti Kick Combo


Demon Slayer
Demon Variations
Flash Punch Combo
Snake Kick
Demented Snake
Demented Snake

COMBOS

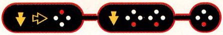
* indicates moves for True Ogre only

2-Hit Lowdown Combo



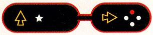
Hop Kick — Medium Power Punch

4-Hit Bust A Move Combo



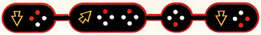
Crouching Jab — Demented Snake

2-Hit Float Combo



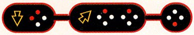
Hop Kick — Power Punch

*4-Hit Hunting Tail Combo



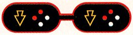
Blazing Inferno — Hunting Hawk — Low Tail Spinner

*4-Hit Flaming Hawk Combo



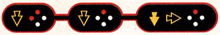
Blazing Inferno — Hunting Hawk

*2-Hit Flames From Hell Combo



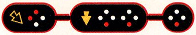
Blazing Inferno — Blazing Inferno

*3-Hit Slap Combo



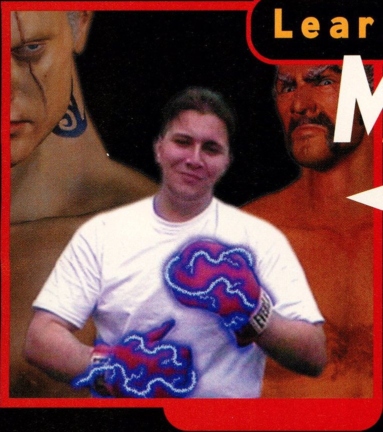
Blazing Inferno — Low Right Punch — Crouching Jab

*4-Hit Buffalo Horn Rage Combo



Buffalo Horn — Demented Snake

Ogre/True Ogre



Learn from the MASTER

Winner of Namco's Tekken 3 press tournament, Ryan MacDonald of videogames.com discusses some of his personal strategies to approaching one of this year's top fighting games.

The difference between expert players and average players isn't as dramatic as you might think. Their goal is the same, hit the other guy more times than they get hit. The only real difference between the two is how they go about accomplishing that goal.

The most important thing for beginners to learn and for experts to remember is that Tekken 3 isn't about how fast you can hit the buttons, or how many moves you know, or how many combos, well OK, knowing combos is pretty important. But seriously, none of that matters if you don't realize that Tekken 3 at its core is just a visualized mind game. [It's] a game of wits, and whoever can outthink his/her opponent will be the one that wins the match. But before you can do that you have to understand a few basic fundamentals of Tekken 3.

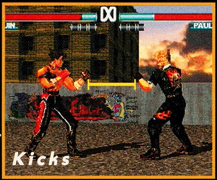
Range judging attack distances

Learning the distance at which kicks and punches land is very important. Not only when trying to strike an opponent, but also when you're on defense and trying to dash in and out of an opponent's range.

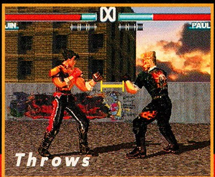
-The first is the range that you can grab your opponent for a throw.
-The second is the range at which your character can land standard punches from.
-The third range is the distance at which you can cleanly land kicks.
-And finally the fourth range is out of range, the point at which the characters can't hit each other.

Learning these ranges for individual characters and their attacks may sound overwhelming at first, but with practice you'll begin to just know when someone is in, or out of range.

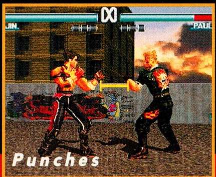
Knowing the distance at which you can hit or be hit is key to most strategies. One fundamental strategy that absolutely depends on it is the art of fainting (tricking your opponent into thinking that you're about to attack, making him commit to an attack of his own and then countering his attack when he's recovering). Here's how it works: Dash toward your opponent to get him to think that you're coming in for an attack then immediately dash back out of range. If your opponent takes the bait, dash back in after his attack and catch him with a damaging combo while he is vulnerable. This also works well after you knock someone down. Run over as if to kick him while he is on the ground then just as you arrive, dash back. Players will usually get up kicking, leaving themselves open for another combo.



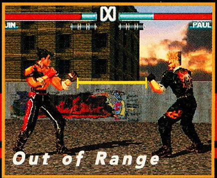
Kicks



Throws



Punches



Out of Range

Ranges will vary slightly from character to character. Paul and Jin are almost identical, so we will use them to illustrate the four distances.

Ryan honed his mad fighting skills by playing with his cool Tekken action figures. That's just good strategizin'.

General strategies

Once you have a feel for these basic elements, it is time to learn moves and combos to incorporate into your game plan.

Learning moves:
Although it helps, it's not necessary to know all of the moves for a particular character to be a competent Tekken 3 opponent. Just as long as you know the ones that really count. How do you decide what moves are key and which are just for show? If a move is quick, powerful and easily executed, it's one you want in your arsenal. Paul Phoenix's Phoenix Smasher and Bryan Fury's Mach Breaker are two such moves.

Combos:
At first glance the list of buttons that you must press look unbelievably complicated, but once you learn one string for a character it's easy to learn two or three more since they usually only have a one- or two-button difference.

Sidestepping:
Sidestepping can mean the difference between winning and losing. Simply double tapping up or down can get you out of harm's way and in a perfect position to inflict damage. Although against some characters like Eddy/Tiger, Hwoarang and Yoshimitsu, whose attacks are comprised mostly of spinning kicks, it's wiser to just block.

Attack reversals:
Attack reversals are big gambles, if you miss you get hit. If you time it right and catch the attack, you deliver 80 percent of the damage that was intended for you to your opponent. I personally stay away from using them; the only situation I use them in is when I can afford to gamble or absolutely have to.

After you nail down the fundamentals, it's all about practicing moves and combos against the computer then trying them out against your friends. In the end it's really what you know and how you use it, so practice, practice, practice and above all else have fun.

Ryan's fighters of choice

28
PUSH P2 START
PAUL
HWOARANG

36
PUSH P2 START
EDDY
LEI

To the right are Ryan's six favorite characters to play as in the game.

Paul Phoenix
Paul Phoenix is an amazing character who has a wide variety of moves that pack both speed and power. He has so many moves that juggle opponents into the air, leaving them open for any number of combos. Players who mix up the pace of the match will find that their opponents won't realize just how far the Phoenix Smasher reaches.

Eddy Gordo/Tiger
Eddy's main strength is his awkwardness. Once he gets going he is nearly unstoppable. This is key to remember when playing as him or against him. It's wise when fighting against Eddy to overwhelm him from the get-go; don't give him the chance to get his moves off.

Jin Kazama
Jin is a pure fighter. He has tons of strings, juggles and moves. Jin is the well-rounded fighter of the game who can beat anyone or get beat by anyone. His many varying attacks make him a fighter who can battle at any range, near or far.

Hwoarang
Hwoarang is fun to play as but horribly frustrating to play against. With his devastating series of high and low kicks, Hwoarang's moves are hard to predict and next to impossible to stop. Only players who can keep away from him long enough to counter his attacks can defeat him.

Lei Wulong
Lei's style of fighting is so unorthodox that it makes him hard to hit. He has amazing high and low attacks that are incredibly powerful. His lay-down maneuver is nearly better than sidestepping. Lei's effective at almost any range; the only major weakness he has is his slow recovery time after some moves.

Bryan Fury
Bryan is one of the best characters in the game. He has moves that are both quick and powerful. His kickboxing style is great inside and outside. He has a strange hook that can be thrown during his sidestep that catches opponents off guard.

31
FREE PLAY
HWOARANG
KING

27
PUSH P2 START
LEI
NINA

37
FREE PLAY
BRYAN
XIAOYU

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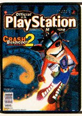

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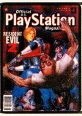

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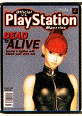

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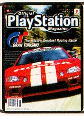

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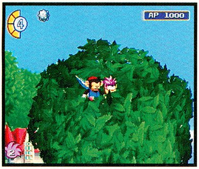
The Village of All Beginnings



The 100-Year-Old Wise Man - You will find him in the hut on top of the hill to the far right of the Village of All Beginnings. He will give you the **100-Year-Old Key**, which opens all of the 100-Year-Old Chests, which are the plain gold chests.

A Hungry Monkey - A monkey (Charles) will climb to the top of the tree at the start of the Village of All Beginnings. Find the **bananas** by the Ol' Pond to give him and he'll teach you the **Animal Dash**.

Take Me Home - You will find a frog hidden in a patch of purple grass. Jump on the frog and return him to his pond.

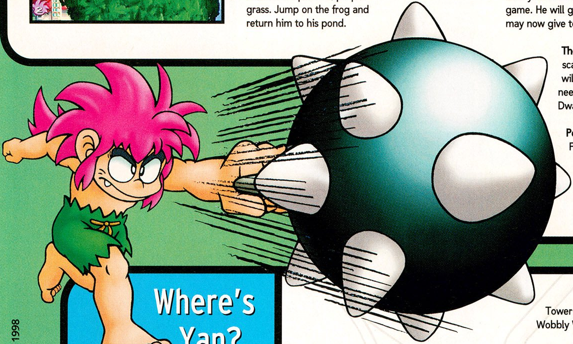
Clear the Fog - To bypass the fog, jump to the background and go to the mailbox in front of the mansion. Hit the mailbox to obtain the **Furious Tornado** and use it to blow the fog away.

Who Are You? - You will meet Yan of the Hidden Village inside the hut leading to the pond. You will just be able to see his eyes. You will run into him again as you come back down from the 100-Year-Old Man's hut.

I Can't Swim... - When you cross the pond, the fisherman will knock you in. You can't come back this way until you learn to swim in the Jungle much later in the game. He will give you a bunch of **bananas**, which you may now give to the monkey.

The AP Box - You will find AP boxes scattered throughout the game and you will receive Adventure Points. You will need to speak with two Dwarves in the Dwarf Village to complete this.

Peach Flower Gas - The pink Peach Flowers let off gas when you jump on them. Lure one of the Koma Pigs into walking underneath it when you release the gas and they will be transformed into a baby pig.



Where's Yan?

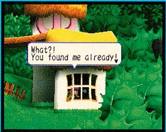
The following are the locations at which you will find Yan hiding:

1. Next to the Dwarf collecting Leaf Butterflies in Charity Square.

2. Behind the Laughing Door on Stormy Mountain.

3. Behind the straw wall in the Haunted Mansion. You need the Jewel of Fire to go through it.

4. To the left of the gate to the Ancient Civilization.



What?!
You found me already!

The Dwarf Forest

Beginner's Dwarf Language - You will encounter a Dwarf at the beginning of the forest. You will need to talk to him (jump on his head) four times in order to learn his language. Just keep following him until you reach the Dwarf Village.

Leaf Butterflies - Sliding through the leaf litter of the forest will sometimes turn up **Leaf Butterflies**. A little further ahead you will meet a dwarf who is collecting them. You will need to bring him 30 butterflies, so I suggest taking some time to collect as many as possible here before the area is infested with Koma Pigs. Leaf Butterflies are also found in the Jungle.

Save the Dwarves - Seven of the Dwarf villagers are trapped in the spores found in different locations in the forest. Two are on the top of the cactus-type plants just to the left of the Dwarf Village entrance. Two more can be freed by hanging from the spores in the first part of the forest, allowing them to snap up and free the Dwarves above. Two are trapped near the Watch Tower and the final one is hanging above the Wobbly Wharf.

A Lost Child - The lost child is located near the top of Watch Tower. Rescue him and return him to the village to receive a Slice of Cheese.

Something's Cookin'? - There is a **Baked Yam** in the fire. You will have to use the **Bucket** to collect water drops from the Watch Tower to put out the flames. The Bucket can be found on the Wobbly Wharf. Give it to the worrisome woman in the Dwarf Village (much later in the game) and she will give you Vitality Max +1.

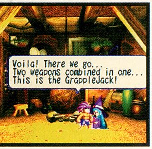
A Man's Best Friend - The lost puppy will be trapped above the spores, just left of the house leading to the Wobbly Wharf. Bring him back to the Dwarf Village.

Healing Herbs for Baron - The Healing Herbs at the top of the second leg of Stormy Mountain.

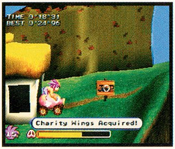
The 100 Flower Forest - You must free the forest from the Evil Pigs' spell.

To Phoenix Mountain... - Go to the base of Phoenix Mountain to meet the Dwarf Elder.

The Evil Pig Bag - You will receive your first Evil Pig Bag from the Dwarf Elder.



Voila! There we go...
Two weapons combined in one...
This is the GrappleJack!



TIME 0'18"31
BEST 0'24"96

Charity Wings Acquired!

Inside the Kokka Eggs - There are four Kokka eggs in this area. Break them all, collect the chicks and return them to the 100-Year-Old Wise Man.

Dwarf Elder - You will find the Dwarf Elder on the other side of the Forest of 100 Flowers. Upon speaking to him, you will receive the Blue Evil Pig Bag.

Hide and Go Seek - Yan will hide in various locations throughout the game and you will have to do your best to find him to learn more information.

Let's Make Candy - Find all of the various ingredients to make the Golden Candy.

What the Witch Lost... - Return the three Crystal Balls and the Magic Mirror to Mizuno the Witch. The crystals are in the 100 Flower Forest, the Wobbly Wharf and at the Watch Tower, where you will find the mirror as well.

The Biting Plant Flower - Bring Mizuno the Biting Plant Flower from one of the treasure chests in the Underground Maze.

Power Up for Tools?! - After returning the Magic Mirror to Mizuno, she will clean it up and give it to you. It will combine the Grapple and Blackjack into the more powerful Gapplejack.

Take Two of These - Give Mizuno the Cold Medicine from the Underground Maze and she will give you a Vitality Max +1.

The Mermaid's Singing Rock - At the end of the Motocross Race you will find the Mermaid's Shell.

I Want A Silver Medal - Come in second place in the Motocross Race to get the Silver Medal.

I Want A Gold Medal - Come in first in the Motocross Race to get the Gold Medal.

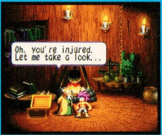
Tips & Hints

Vitality Max+1 - In 100-Year-Old Chest reached by using pegs above the pond. Increases life meter by 1.

Charity Wings - In 100-Year-Old Chest just outside of the 100-Year-Old Man's hut. Allows instant transport to any place you have already been.

100-Year-Old Bell - In 100 Year Old Chest in the tree next to the first Kokka bird nest. It will return you to 100 Year Old Man's hut when used.

100-Year-Old Man - Go to him when you are injured and he will restore your health.



Oh, you're injured.
Let me take a look..

Evil has descended upon the land. Dark figures loom in the...hey, they're just a bunch pigs!

Tomba must retrieve his grandfather's gold bracelet from the Koma Pigs, who are hoarding gold to take over the land. The game is based on successfully locating and completing different events (more than 125 of them). Some may be solved relatively quickly or may be unnecessary to beat the game, while others require you to go through much greater lengths. There are nine different lands to explore throughout the game, each of which may be divided into several parts. As they become accessible, you will need to be constantly revisiting each area to discover new characters and items. Although some events must be completed in a specific order, many do not. This certainly makes organizing them in an orderly fashion a little tricky. The following pages reveal where each event is found in, what is needed to complete it and tips on doing so. Come on now. Are you going to let a bunch of pigs get the best of you?

TOMBA!

Tips & Hints

Vitality Max+1 - In a 1,000-Year-Old Chest next to where you found the puppy.

Wood Boomerang - In a 100-Year-Old Chest high above the ground just to the right of the hut leading to the Wobbly Wharf.

Jumping Pants - In a 100-Year-Old Chest at the base of the Watch Tower.

Jumping Pants - I

The Dwarf Forest

Where'd the Lights Go? - Bring the Torch from the fire pit in the center of the Dwarf Village to the prison behind the Dwarf Elders' house.

Stop the Fight! - Stop the two Dwarves from fighting. Approach them, return to the prison to find a Broken Vase and return to the fight.

The Great Escape - Return to the Underground Prison after filling the sink hole to find the World's Greatest Thief.

Treasures From the Mansion? - There are four treasure chests located in the mansion in the Village of All Beginnings. You will need the four keys to open them. It can be reached by boat from the far side of the Mushroom Forest.

Delicious Knowledge Fruit - The Knowledge Fruit can be found much later in the game on Old Tree Hill.

Ready, Set, Go - Race the World's Greatest Thief to the top of the Watch Tower. When you win you'll receive some Silver Powder.

Baron's Strength - Baron's strength is that he can fly and take you wherever you want to go. This will save you a great deal of unnecessary walking.

Seaweed For Your Health - After bringing the Fruit of Knowledge for Baron, you can go to the beach and get some seaweed.

The Flower Tower - Enter the tower and get the Sacred Fish.

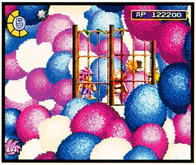
What Is This? - Throw one of the enemies at the broken base of the Watch Tower to reveal the hidden elevator. It will need power to work.

Look and See?! - You will find the telescope on the roof of the Watch Tower. Use it at the top of the ladder to see a mysterious island.

A Magic Mirror? - To the left of the Watch Tower, you will find a large boulder. Push it off the edge to reveal a Dirty Mirror.

Lost and Found - Jump off the top ledge of the Watch Tower and fall all the way to the left. You will find one of the three Crystal Balls. The second is found on the Wobbly Wharf and the third next to the Leaf Slider in Charity Square.

Flower Seeds - The Flower Seeds are found next to the 10,000-Year-Old Chest toward the beginning of the Watch Tower.



AP 198400
3
16

The Mushroom Forest

The World's Greatest Pout? - You must be affected by the Crying Mushroom and return to the Dwarf.

The World's Greatest Smile! - You must be affected by the Laughing Mushroom and return to the Dwarf.

Monster Hunt - Defeat the Bonsugee. Jump onto the side of these tentacled monsters to cover up their eyes. Then throw one of them, with its eyes covered, into the other. You will receive the Rise and Shine Powder once you defeat them.

Safe Mushroom? - You will find the Ordinary Mushroom in the AP box near the Bonsugee.

Tears From A Flower - You need the Tear Bottle from the Yellow Bonsugee to get the tears you need.

The Mysterious Mushroom - Found in one of the 1,000-Year-Old Chests at the beginning of the Mushroom Forest.

A Familiar-Looking Mansion - This is the back side of the mansion in the background at the start of the Village of All Beginnings.

Tips & Hints

The Other Door - When you use the boat to reach the mansion, you will see a locked door. It will open when you have the Navy Evil Pig Bag, which will clear the Deep Jungle.

Healing Mushrooms - Plain brown mushrooms which cure the effects of Laughing and Crying mushrooms.

1,000-Year-Old Bell - In chest at the top of the Mushroom Forest.

The Funky Parasol - This item is best used to get around the Mushroom Forest and the Lava Caves.

Plant A Flower Garden - Give the Flower Seeds to the young Dwarf and he will ask you to plant a flower garden.

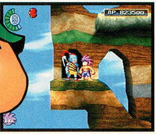
The Broken Fountain - Something spectacular is supposed to happen when the fountain in Charity Square is fixed.

Red + Blue = ? - The Blue Powder you obtain from the Leaf Slider will turn the red flowers in the Mushroom Forest blue. Throw the now blue flower into a red one to receive a mushroom which will turn you silver. You now have increased speed and jumping, essential to tackling Phoenix Mountain. Return through the Leaf Slider to gain more Blue Powder.

The Mysterious Mushroom - A mushroom rumored to make you laugh or cry.

Leaf Slider - A tube that leads to the Mushroom Forest and has Blue Powder inside. You will need to be affected by the Crying Mushroom to pass the guard.

The Flower Tower - Enter the tower and get the Sacred Fish.



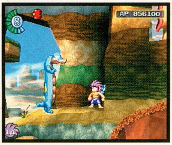
Phoenix Mountain

A Stormy Pig Bag - Find the Evil Pig Bag. It's in a tricky spot. In the second portion of Stormy Mountain, you will come to a row of four of the swallow plants. Jump to the first platform and drop down to find an opening. Enter it and you will exit at a door with a large keyhole. The Red Pig Bag is inside.

What's a Funga? - Bring the Masakari Warrior a Funga Drum to enter the cave to get the Molasses.

The Master of the Skies - Reach the Phoenix at the top of the mountain. He will drop you into Baccus Village.

Charles' Pants - Rescue Charles from the ledge and he will ask you to find his lost pair of pants. Find them and he will give you the Funky Parasol.



The Famous Digger - You will find him digging in the second area of Stormy Mountain. There's a Slice of Cheese in the opening behind him.

When the Wind Dies Down... - Once you have managed to stop the winds, this door will be accessible and you'll get a Large Lunch Box.

Smile! - Open the Smiling Door when you are affected by the Laughing Mushroom. You will find Yan and some Charity Wings.

A Precious Treasure Chest? - A 1,000-Year-Old Chest containing the Grapple at the far right side of Stormy Mountain.

Where Did I Come From? - The lower opening at the far right of Stormy Mountain will return you to the start.

Phoenix Mountain - Stop the winds on Phoenix Mountain by capturing the Red Evil Pig. His Pig Gate is in Charity Square.

Tips & Hints

Power Up - Solve the puzzle of Blue + Red = ? and you will be able to move around much more easily in the strong winds of Stormy Mountain.

Iron Boomerang - It's located in a Million-Year-Old Chest on Stormy Mountain and is the most powerful of the boomerangs.

The Fire Pig Bag - Find the Green Evil Pig Bag in the 1,000-Year-Old chest at the entrance to the Lava Caves.

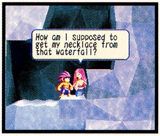
Lava Caves - Seal the Green Evil Pig to clear the Lava Caves.

The Troubled Thief - Help the Thief recover the treasure. You'll find it by using the Grapple to get to the top center of the Lava Cave.

What the Thief Forgot - You will find the Thief has forgotten the treasure he was protecting and you must return it to him at the Haunted Mansion.

Green Hidden Powers - You will find the Jewel of Wind next to the Phoenix when you see him again. You must have your Wind Experience maxed out and your green AP bar to receive it.

Haunted Mansion


How am I supposed to get my necklace from that waterfall?

The Haunted Pig Bag - Find the Pink Evil Pig Bag.

Break the Magic Egg! - When you find the 1,000-Year-Old Man, you will need to destroy the Magic Egg to free him. Break all of the normal-looking eggs first to enable you to break the Magic Egg.

A Large Key Hole! - The key is broken in five pieces and scattered about the mansion. Completing the key will unlock the room containing the Pink Evil Pig Bag.

A Small Key Hole! - The key from the Baccus Villager you find in the mansion will let you enter the room containing the Magic Egg.

Painting of a Big Key? - Place the five panel key pieces here to obtain the Big Key.

Red Hidden Powers - The Stand of the Sun Torch is the chimney at the top of the mansion. Climb inside to find the Jewel of Fire. You'll need high AP points to get it.

Cry Baby - Use the Crying Mushroom to enter this door to obtain two Slices of Cheese, 2 Red and 2 Blue Fruit.

The Haunted Mansion - Capture the Pink Evil Pig to break the spell on the Haunted Mansion.

The Boss' Treasure - After you the forgetful thief returns the treasure for the second time, but the Boss will lose it. You will find it in the treasure chest in that very room.

What's Underwater - The Mermaid will teach you how to dive in a room on the south side of the mansion. You will retrieve the Mighty Fish Food for her.

Mighty Fish Food - The Mighty Fish Food will call the Mighty Fish when you use it at the Ol' Pond.

The Evil Pigs

Blue Evil Pig - The Dwarf Elder will give you the Pig Bag and the Pig Gate is in the Million Year Old Man's room.

Green Evil Pig - The Pig Bag is in a 1,000 Year Old Chest at the entrance to the Lava Caves and the Pig Gate is behind the Smiling Door at the Haunted Mansion.

Pink Evil Pig - The Pig Bag is behind the door with the large Keyhole at the Haunted Mansion and the Pig Gate is directly above the entrance inside the Lava Cave.

Baccus Village

Oh my! I didn't even dream he'd be in such a place...

The Mouse Pig Bag - Find the Orange Evil Pig Bag in the 1,000-Year-Old treasure chest in Central Park .

Some Cheese Please - Bring the mouse 10 Slices of Cheese. Cheese can be found in various locations throughout the game. You will get the Golden Fruit for your trouble.

Death Fruit Juice - After you have defeated the Bonsugee, the mice in the bar will ask you to get rid of these deadly fruits. Destroy all five in the Mushroom Forest with the Weed Killer you've been given.

Where's the Baby Mouse? - Find the lost baby mouse in the bar.

Road to Baccus Lake - Take the road past the Haunted Mansion to reach Baccus Lake.

The 1,000-Year-Old Man? - He is trapped in the Haunted Mansion.

A Drink For Grownups - Fix the pump at Baccus Lake. Go to the top of the Baccus Lake to find the Pipe and then return to the area of bridge to the far right. Turn on the switch there and use the Pipe.

The Phoenix's Favorite - Find five Bunk Flowers in the Lava Caves to perk up the Phoenix.

The Red Fortune Teller - The fortune teller will give you a clue about the Evil Pig Bags, but only if your AP is high enough.

Baccus Village - Defeat the Orange Evil Pig to free Baccus Village.

Deep Jungle

The Jungle Pig Bag - Find the Navy Evil Pig Bag in the 10,000-Year-Old Chest just past the Old Tree.

A Refreshing Drink - Create a drink for Charles out of the bananas. Talk to the man in the Clock Tower and he will make the drink for you.

Find Charles! - Get the Miner's Hat from Charles next to the river and return it to the Miner.

The Pump Rocks - Jump on every one of the Pump Rocks in the land.

The Deep Jungle Pig - Capture the Navy Evil pig to release the spell on the Jungle.

The Tree of Knowledge Knows - Ask the Old Tree about the Five Golden Items.

Tips & Hints

Dashing Pants - **In 10,000-Year-Old Chest next to tall tree to the left of the gate to the Ancient Civilization.**

Funga Drum - **In the first 100-Year-Old Chest.**

Masakari Traps - **It's simple. Don't go into their cages.**

Ancient Civilization

We Need Power... - After you learn to swim, return to the Clock Tower and help your friend fix it.

I Need a Tear Bottle - Talk to the man about the Bonsugee to learn that if you defeat the yellow one, you will get the bottle.

Break the Rusty Door! - You need to have the man at the Factory to build you a Bomb.

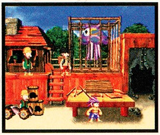
I Need a Bomb - You will find the Bomb at the top of the tallest tree in the Jungle.

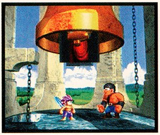
The 10,000-Year-Old Man - He can be found through the door at the back of the pond, in the middle of the Trick Village.

Let's Ride the Raft - Ride the Raft from the dock by the Old Tree to get to the Haunted Mansion.

The Cute Witch - Talk to Mizuno in the Village of All Beginnings. Her house is beneath the first Kokka nest.

Food For Fuel? - Get a Bucket of Wine from Central Park in Baccus Village to fuel the GoGoCar.





Trick Village

The Underwater Pig Bag - Find the Yellow Evil Pig Bag in a 10,000-Year-Old Chest in the water under the 10,000-Year-Old Man's hut.

The 10 Math Beads - Find the 10 math beads in the water below. You will first need to learn how to dive from the Mermaid. The item she's looking for is to the right of the 10,000-Year-Old man's house.

The Mermaid's Necklace - The Mermaid's Necklace is in a 1,000-Year-Old Chest to the far right in Trick Village.

Blue Hidden Powers - The Jewel of Water can be obtained once you max out your third AP bar.

Source of Evil Magic - The 10,000-Year-Old Man will give you the Thief's Wire to enter the Underground Maze (elevator at the base of the Watch Tower).

Trick Village - Break the spell on Trick Village by capturing the Yellow Evil Pig in the Clock Tower.

The Five Golden Items - Find all Five Golden Items to receive the Psychic Fish from the 10,000-Year-Old Man.

Underground Maze

What's Under the Forest - The Underground Maze is where you'll find the Million-Year-Old Man.

Dig Like a Mole - These diggers will break through the walls after you speak with the Million-Year-Old Man.

The Blue Fortune Teller - Find the Blue Fortune Teller in the maze. He will give you a Vitality Max +1.

The Thief's Door - Use the Thief's Wire to unlock the door.

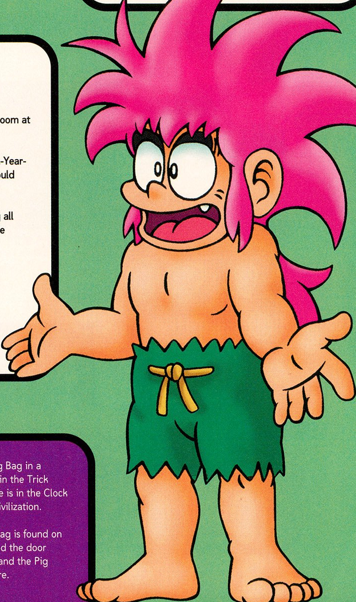
Unbreakable Wire - Talk to the mole in the Blue Fortune Teller's house. Head to the Haunted Mansion to find his friend and get the wire. He is on the south side in the room with the rejuvenation pool.

Underground Treasure - It is in a room at the top of the maze.

Million Year Old Wish - The Million-Year-Old Man wishes the pigs' reign would finally come to an end.

The Real Evil Pig - After capturing all seven Evil Pigs, you will learn of the eighth and Ultimate Pig.

Seven Friends - Find six friends to stand on the pedestals (Baron will be the seventh). One is in Dwarf Village, one is in Baccus Village, one is at the Y Crossing, one is in the Iron Castle, one is in the Haunted Mansion in the room with the Large Keyhole and the last one is at the Factory.



The Evil Pigs

Navy Evil Pig - The Pig Bag is in a 10,000-Year-Old Chest next to the Old Tree and the Pig Gate is through the door at the base of the mansion.

Orange Evil Pig - The Pig Bag is in the 1,000-Year-Old Chest in Central Park and the Pig Gate is just left of the gate to the Ancient Civilization.

Yellow Evil Pig - The Pig Bag in a 10,000-Year-Old Chest in the Trick Village and the Pig Gate is in the Clock Tower in the Ancient Civilization.

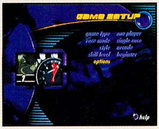
Red Evil Pig - The Pig Bag is found on Stormy Mountain behind the door with the large keyhole and the Pig Gate is in Charity Square.

Need For Speed III: Hot Pursuit

Access Cars, Tracks and Views

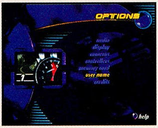
From the Game Setup Menu, highlight and access the Options. Move down to User Name and enter the following passwords for various results:

SPOILT - This gives you all the regular cars and tracks.
SEEALL - Enter this code and additional camera views are now available (access the "cameras" option).

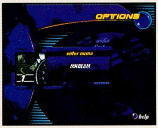


game type one player
race mode single race
style arcade
skill level beginner

From the Game Setup Screen, access the Options.



On the Options screen, pick the "User Name" option.



enter name
MNBEAM

Enter your name using one of the codes listed here.

Bonus Tracks:
PLAYTM - Toy Room Car track.
XCAV8 - Caverns Underground Track.
XCNTRY - Auto Cross Canyon Track.
MNBEAM - Space Race Space Station Track.
GLDFSH - Scorpio-7 Underwater Track.
MCITYZ - Empire City Bonus Track.

Bonus Cars:
1JAGX - Jaguar XJR-15
AMGMRC - Mercedes Benz CLK GTR
ROCKET - El Niño Supercar

You can race one of the secret cars on the Space Station track!

Auto Destruct

Subway Time Trial

At the Main Menu Screen, press L1, Left, L1, R1, Right, R1. Now access the Time Trials option and a new Subway option will be available to test your skills.

05 00 00
00 32 43

You will be testing your speed skills in the subway.

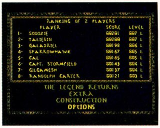
Lode Runner

Multiple Tricks

Level Warp - In the middle of play, hold L2 or R2 and press one of the corresponding buttons to warp to a different level:
Circle = Forward one level
Square = Back one level.
Triangle = Forward 15 levels.
X = Back 15 levels.

Extra Lives - On your last life, press Select and go to "Restart." When the level reappears, you will begin it with five lives.

See the Cinemas - On the Main Menu, move down to Options. With Options highlighted, take controller 2 and use the key shown below to combine buttons for different level cinemas:
[R2=1, L2=2, R1=4, L1=8]
While holding the combination of buttons, press X to access that cinema. For example: If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X, all on controller 2.



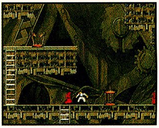
RANKING OF 2 PLAYERS

	PLAYER	SCORE	LEVEL
1-	SOOOZIE	00281	007 L
2-	TALIESIN	00280	007 L
3-	GALADRIEL	00198	006 L
4-	SPARROWHAWK	00167	005 L
5-	CAL	00165	005 L
6-	CAPT. STORMFIELD	00143	004 L
7-	GILGAMESH	00137	004 L
8-	RANDOLPH CARTER	00121	003 L

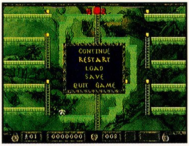
THE LEGEND RETURNS
EXTRA
CONSTRUCTION
OPTIONS

To access the cinemas, press the correct buttons on controller 2.

Faster Gameplay - Choose "The Legend Returns" from the Main Menu Screen. Highlight "1 Player" on the next screen and hold R2. Then press the X button. The game will now be playing faster than before.



You will automatically be warped to the selected cinema.



To get five lives, choose to restart the level from the Pause Menu.

Do you have a trick that you, and only you know? Don't hold back—write us at...

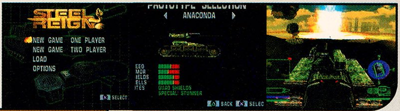
Official U.S. PlayStation Magazine
Tricks of the Trade
1920 Highland Ave., Suite 222
Lombard, IL 60148

Sorry, we cannot respond to individual letters asking for codes or tricks.

Steel Reign

Invincibility, All Tanks and Hidden Level

Here are some codes for the cool tank game, Steel Reign!



Invincibility - At the Main Menu Screen, press L2, L1, R2, Circle, Square, Circle, Circle, L1, L2, L1. You will hear a sound to confirm the code worked. Now you will be invulnerable to all enemy fire!

Get all Tanks - At the Main Menu Screen, press L1, L2, L1, Circle, Square, Circle, Circle, L2, L1, R2.

Hidden Level - At the Main Menu Screen, press L1, L2, L1, L2, R2, R1, Square, Circle, Square, Square. You will be exploring the surface of Mars!

ReBoot

Level Skip

At the Main Menu Screen, where it says, "New Game," enter one of these codes quickly (Note: Free Shield and Full Glitch Energy do not work with each other. Enter only one of them at a time):

Free Shield with Every Glitch Pick-Up - Down, R1, Left, Right, L2, R2, Left, Right, Up.

Full Glitch Energy - Right, L1, Up, Right, Down, L1, R1, Up, Down, Left.

Play as Enzo - Up, Left, Down, Left, Down, L1, R1, Right, Down, Right.

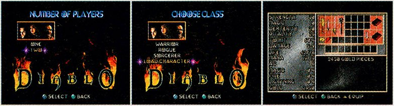
ReBoot
NEW GAME
SELECT

Diablo

Unlimited Gold

To get an unlimited amount of gold in the game, follow these steps:

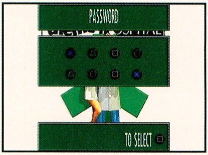
1) First start a new game and earn some money fighting. About 1,000 gold will be fine, but it could be less. It will just be easier to gain money if you gather more in the beginning.
2) Save your character (not the game, just the character). Let's call him "Dawg."
3) Then hit Reset and start another new game, but this time make it a two-player game.
4) The second player should be just a new character, and class makes NO difference. Let's call this one "Momoney."
5) At this point, Dawg should give all his money to Momoney.
6) Now, save character on Momoney, NOT Dawg.
7) Hit Reset again, and bring both of these characters back into a two-player game.
9) Continue steps 5-7 until Momoney has around 5K.
10) Enter a new game yet again, but this time have Momoney give all of his money to Dawg, and save Dawg.
11) Enter another new game with both of these characters. Go back and repeat steps 5-7, but this time you'll be passing 5K each time rather than 1K!
12) Whenever Momoney has all the money you want, just have him give the load to Dawg, and save Dawg! Restart a new game with Momoney in it anytime you need some more! Just DON'T save Momoney after he gives the motherlode to Dawg.



Theme Hospital

Level Passwords, Clean Hospital

From the Main Menu, access the Password Option. Enter the button codes for the levels as shown here:



Level 2 - X, Circle, Square, Triangle, Triangle, Circle, Square, X
Level 3 - Circle, Circle, Triangle, Square, X, Triangle, Circle, Triangle.
Level 4 - Square, Triangle, Circle, Square, X, X, Triangle, Circle.
Level 5 - Circle, Triangle, Square, Circle, X, Triangle, Circle, Square.
Level 6 - Square, Triangle, Square, Circle, X, Square, X, Circle.
Level 7 - Square, Triangle, Triangle, Circle, X, Square, Triangle, Circle.
Level 8 - X, Triangle, Square, Circle, Triangle, Circle, Square, X.

Also, to get a clean hospital, save the game and reload it again when the hospital becomes full. All of the garbage and patients will disappear, allowing a fresh start.

X-Men vs. Street Fighter

Play as Akuma

OK, so Akuma is easy to find. In case you don't know where he's hidden, just go to the Player Select Screen and highlight any of the top characters (Juggernaut, Dhalsim, etc.). Now press Up. The hidden box with Akuma's face will appear, and you can play as him in any mode.

Trick Archive

Check out videogames.com for even more of the latest tips and tricks

Trick of the Month

Pickup Pod Dropped

Critical Depth

Here are a couple of codes for this killer game. To execute any of these codes you must be in the game, but do not pause it. You will have to be quick when you enter these codes to get them to work:

Infinite Weapons: L1, R1, L1, Up, Down, Left, Down.

Drop Pod: L1, R1, L1, R1, Up, Down, Left, Up.

Auto Destruct

Cheat Menu

In the middle of your game, press Start to pause. At the Pause Menu, press Up, Down, Left, Right, Down, Right, L1, R1, R1. This will reveal the Cheat Menu. Now you can do these codes from the Cheat Menu unless otherwise noted:

Extra Nitros: L1, Circle, Down, L1, Up, Square, Circle, R1.

Extra Money: L1, R1, Up, Circle, Down, Square, Right, R1, L1.

Add One Minute to Time: Down, L1, L1, Circle, Circle, R1, Up, Square, L1.

Invulnerability: L1, L1, L1,L1, Left, Circle, Circle, Square, L1.

Infinite Fuel: L1, Circle, Left, L1, Circle, R1, L1, Up, R1, Down

Car Tuneup Menu: L1, R1, L1, Up, Down, Circle, Down, Right, Left, Square, R1.

Car Select: In the Car Tuneup Menu press Left, R1, Right, R1, Left, R1, Right, R1.

Blood Mode: L1, Down, R1, Left, L1, Right, R1.

Angels: (works when Blood Mode is enabled) Up, R1, Down, L1, Up, Left, R1, Right, L1.

Choose Mission: Up, Down, Circle, L1, R1, L1, Circle, Down, Up.

Next Mission: Square, Circle, R1, L1, Circle, Down, L1, Up.

All Time Trials Available: R1, L1, Circle, Left, Circle, Circle, Left, L1, Circle.

New York Time Trial: Under the Main Menu's Time Trials Option, press L1, Right, Down, Left, Up, R1.

Tokyo Time Trial: Under the Main Menu's Time Trials Option, press L1, Left, Right, R1, Left, Right, L1.

Beast Wars

Power-Up Weapons, Mission Skip

There are a couple of tricks you can do while you are in a mission to help you out right from the start. You have to do these codes quickly to pull them off.

To power up weapons: Pause the game, hold L2 and quickly press Up, Down, Left, Right, Triangle, X, Square. Continue to hold L2 and unpause the game.

To complete the current mission: Pause the game, hold L2 and quickly press Up, Down, Left, Right, Triangle, X, X, Triangle, Right, Left, Down, Up. Continue to hold L2 and unpause the game.

Bloody Roar

Multiple Cheats

There are several cheats you can get for this game. Follow the directions for each to get the code.

Big Head: On "Normal" setting while on the Character Select Screen, hold L2 and choose your fighter with the Circle button.

Large Arena: If you beat 10 opponents in a row in the Survival Mode, you will be able to increase the size of the arena.

Regenerating Life Bars: Finish the game with Bakuryu on Level Four or above.

Big Arms: Beat the game without continuing on Level Four or above.

Small Fighters: At the Character Select Screen, hold R2 and choose your fighter with the Circle button.

School Girl Alice: Beat all the opponents in Time Attack Mode in under 10 minutes.

Broken Helix

More Ammo, Health and Armor

Pause the game by pressing Start and then press the Triangle button. At the Pause Screen with all of the Menu Options, highlight the "Help Text" Option. Hold L1+R2 and then press Triangle and X at the same time. You'll hear a beep and this will give you more ammunition when you return to the game. To get more health and armor, go to the same Pause Screen and highlight "Help Text" again. Hold L1+R2 and then press Circle and X at the same time. You will hear a beep to confirm it worked and this will give you more health and armor when you get back in the game. As soon as your codes are complete, highlight "Return To Game" and choose it. You will see the results on the right side of the screen.

Cart World Series

Special Password Cheats

These cheats will get you some special-looking tracks and strange options for your car. On the Type Screen, choose a race (Single Race or New Season) and on the Select Driver Screen, move Left until you see "Create Driver." Now enter one of the passwords as shown to get the following results:

NIGHTRID - Drive at night.

SPACERID - Tron-like tracks.

GEK - You will race two laps in Season Mode.

WHEELS - There will be no body on your car.

FLOAT - Tracks will have half the normal gravity (you will have less traction than normal races).

RADBRAD - Tracks have more gravity than normal.

BANZAI - You won't collide with any other cars.

Colony Wars

Cheat Passwords

On the Main Menu Screen, go into the Options and then highlight and enter the Password Option. Choose "Enter" and put in one of the codes shown below for various results. The passwords are case sensitive, so enter them exactly as shown:

Hestas*Retort - Infinite Energy

Commander*Jeffer - Access to all levels, missions, acts, movies (at the Main Menu Screen).

Tranquillex - Super-cooled weapons (don't heat up).

Memo*X33RTY - Infinite secondary weapons.

All*cheats*off - Turns off all the cheats.

Courier Crisis

Play as an Alien or a Gorilla

Choose the Memory Card icon from the Main Menu and then access the Load/Save Options. Move over to Password and enter one of these codes under "Enter Password" to play as two strange, new couriers:

Play as the Alien - Put in the name XFIFTYONEX

Play as the Gorilla - Put in the name SAVAGEAPES

Command & Conquer: Red Alert

Many Cheats

Enter these codes by activating the corresponding Team Select buttons on the sidebar while playing any mission. (Pressing the actual D-pad buttons will have no effect; you need to select the Team icons with the Circle button.) Perform the sequences as quickly as possible. If you have trouble, try hitting X before selecting the teams.

Mission Skip: X, Square, Square, Circle, Triangle, Circle.

Nuclear Attack: Circle, X, Circle, Triangle, Square, Triangle.

Chronoshift: Triangle, Circle, Circle, Square, Square, X.

Money: Square, Square, Circle, X, Triangle, Circle.

"Gold is People" (turns tiberium art into screaming civilians!): X, Circle, Triangle, Triangle, Circle, X.

Cool Boarders 2

Cindy's and Irin's Alternate Outfits

To get these racy new duds, go to the Main Menu and highlight Competition. Now press Down, R1, Up, R1, Down, R2, Up, R2, Up, Up, R1, Down, Down, R2. (If you don't hear the announcer say, "Here we go!" after pressing each shoulder button, you're doing it too slowly.) Then go to the Boarder Select Screen, chose Cindy or Irin, and press left or right to scroll through the new outfits. Note: The new outfits are not available in Competition Mode.

Crash Bandicoot 2

Extra Lives

Outside of Level 8, you will find a baby polar bear. As cruel as it seems, jump on top of him several times to collect 10 free lives. I hope the Humane Society doesn't hear about this.

Critical Depth

Infinite Weapons, Drop Pods

Here are a couple of codes for this killer game. To execute any of these codes you must be in the game, but do not pause it. You will have to be quick when you enter these codes to get them to work:

Infinite Weapons: L1, R1, L1, R1, Up, Down, Left, Down.

Drop Pod: L1, R1, L1, R1, Up, Down, Left, Up.

Dragon Ball GT: Final Bout

Secret Character

At the Title Screen, do the six-character code (Right, Left, Down, Up, Right, Left, Down, Up and you will hear a sound), then press Triangle 10 times and then Square nine times. You will hear another sound to confirm that it worked correctly. You will see Super Saiyan 4 Goku on the Menu Screen. On the Player Select Screen, he will be a selectable character in the lower-middle section of the screen!

Six Hidden Characters

This code will increase your character count to 16! At the Title Screen, press Right, Left, Down, Up, Right, Left, Down, Up. You will hear a sound to confirm that the trick worked. Now press Start and go to the Character Select Screen. You will have six additional fighters at your disposal. Each one varies in strength and abilities.

Dynasty Warriors

Play as Sun Shang Xiang

In order to play as Sun Shang Xiang, go to the Title Screen, highlight "1P Battle" and then press: Left, Left, Up, Down, Triangle, Square, L1 and R1. Then go to the Character Select Screen to select the new character.

Excalibur 2555 A.D.

Password Access

Any time during the game, press Start to pause. Now press Square, Circle, Square, Triangle, Circle, Triangle, Triangle, Triangle. Now unpause the game and the screen will change to the Level Complete animation. You will then be awarded with a password for that level, and be transported to the next. This trick has been proven to work on the preproduction copy and may change in the final version.

Fantastic Four

Secret Cheat Menu

This trick will get you a Cheat Menu that gives you four more options in the Options Screen. Just go to the Main Menu with The Thing's face, and access the Options Menu. Inside this screen, highlight "Training" and then press all four Shift buttons at once (L1+L2+R1+R2). The new options will appear underneath the Training Option. These include Invincible, Level Skip, Big Boy and Free Play. All of them have meters with Off and On switches, with the exception of Big Boy, which has a meter where you can grow or shrink your character.

Final Fantasy VII

Increased Items Trick

This will boost up the amount of items within your inventory. Once you have equipped a character with the W-Item Command Materia, you should be able to perform this trick. Just begin your game and when that character enters a battle, select the W-Item command by pressing the Circle button when it's his/her turn to fight. Now choose the item you wish to increase by pressing Circle again. Then select the character in the menu you wish to use the item on by pressing Circle. When you return to the Item Screen, choose a different item than the one you chose before by pressing Circle once again. Finally, press X (to cancel), Circle (to activate), X, Circle, X, Circle and so forth. By pressing these buttons continuously, you should see the number of the first item you initially chose increase steadily.

Chocobo Stamina

Here is a trick for Chocobo racing within the game. When racing your Chocobos, hold the R1 and R2 buttons simultaneously and your stamina will regenerate. Even if you speed up your Chocobos, it will increase or stay the same. If you sprint, the bar will drain slower than before.

Formula 1: CE

Many Game Cheats

Enter any of the following cheat codes at the "Edit Driver" Option to receive various results within a race. Begin your race to see the results.

For Four Bonus Tracks enter: **BILLY BONUS**

For Helicopter View enter: **ZOOM LENSE**

For Background Music/New Sound Effects enter: **SWAP SHOP**

For Sprite Commentators enter: **BOX CHATTER**

For Huge Tires enter: **LITTLE WEELZ**

For WipeOut 2097 Mode enter: **PI MAN**

For Virtual Graphics enter: **VIRTUALLY VIRTUAL**

For Raining Frogs enter: **CATS DOGS** (Note: Be sure to switch the Weather Option to view this code.)

Frogger

Level Select

These tricks will give you some great cheats to help you along in the classic come back to life.

All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Once you do either of these tricks, you will see the results in text on the bottom of the screen.

G Police

Weapons, Ammo and Shields

Enter the following codes to receive unlimited shields and ammo, along with all of the weapons.

Unlimited Shields - On the Briefing Screen, hold L1+R2+Square. While holding these, press Left.

All Weapons and Unlimited Ammo - At the Loadout Screen (weapon choice), hold L1+L2,+R1+Circle+Triangle+Square. While holding these, press Left.

Ghost in the Shell

Level Select, Animation Select and Hidden Picture

At the Main Menu Screen, enter the following code to get access to all the levels: R2, R1, Square, Square, Up, Down, Square, Square, R2, R2. You will hear a tone to confirm the code worked. Now press Start on "Mission Start" and you will be able to choose any of the 12 missions available to you. Also, you can go to "Options" and then go to the Movie Replay Option. Here you can play any of the cinemas from the game! To access a hidden picture, you must defeat the game without using any continues. The final cinema will play, followed by the staff credits. If you are patient enough to wait for this to end, you'll be rewarded with a full-size picture of Motoke Kusanagi.

Access the Training Cinemas

Training Cinema Two: Die in areas three, four or five to get training cinema two.

Training Cinema Four: Run out of time in training areas one or two.

Training Cinema Five: Run out of time in training areas three or four.

Training Cinema Six: Destroy enough enemies to complete each area and defeat the Boss. You must hit 49 percent or less for a "Class B" rank.

Training Cinema Eight: Destroy enough enemies to complete each area and defeat the Boss. You need to hit 50 percent to 59 percent for a "Class A" rank.

Herc's Adventure

Unlimited Gyros

If you've played this game for a while, you know how important it is to have a few spare gyros. Go to Crete and fight the Minotaur. After defeating him, he will give you the "H" key. Go to the "H" door and walk up and left. You will see a face in the wall shooting fire. Now walk down, over the fire bridge and all the way to the end of the hall. You should hear the music change. Once you do, go back up and retrace your steps. Go through the "H" door again and back through to the location where the gyros were originally placed. It will be back in the same spot, so you can take it again! Repeat this trick as many times as you want, to fill up on your stock of gyros. This method will give you an unlimited amount of energy throughout the rest of the game!

Jet Moto

Various Tricks

You must first do the "Codes Enabled" trick. To do this, go to the Options and set the difficulty to Professional, and the Laps Per Race to 6. Press Start after you're done and at the Title Screen, press Circle, Circle, Circle, Square, Triangle, Triangle, Triangle, Square, Triangle. You will hear a sound and there will be a word balloon displaying "Codes Enabled." Now you can enter any of these codes on the Title Screen:

Two-Player vs. CPU: Circle, Square, R2, Circle, Triangle, L2, Right, Up.

Unlimited Turbos: Triangle, Circle, Right, R2, Up, Square, Up, Triangle.

Double Stunt Points: Right, Up, Circle, L2, Triangle, Circle, R1, R2.

Rocket Racer: Triangle, Up, Up, L2, L2, Up, Up, Up.

No Resistance: Square, L1, Triangle, Right, L1, Down, R2, Triangle.
Super Ability: Down, Circle, Left, L1, Left, Right, Left, Right.
Air Brakes: R1, R2, Right, L2, Up, Circle, Up, Circle.
Ice Racing: Up, R2, R1, Right, L1, Square, Right, Right.
Multiple Camera Angles: Triangle, Down, Square, Triangle, L1, L1, R1, R1.

The next set of codes are entered at the Title Screen and do not need the previous code enabler to make them work:
Special Dedication: Choose Dakota, then return to the Title Screen. Go to the Options and set the number of laps to 2 and trophy presenter to Female. Hold R2 and select Credits
View All Endings: Go to Options. Set difficulty to Amateur, turn off Turbos and Grapples, hold L2 and select Credits.

Jet Moto 2

All Tracks, Race as Enigma

From the Title Screen, go into the Options and put the Difficulty on Master and set the Laps Per Race to 5. Exit and go into the One-Player option. Choose Li'l Dave at the Select Rider Screen (Press X). Now press Triangle until you go back to the Title Screen. Press Up, Down, Left, Right, R2, R1, L2, L1 (this must be done quickly). Go back into Options and set the laps to 3. Go into the One-player Option again and choose Wild Ride (press X). Press Triangle until you're back to the Title Screen. Now press Up, Left, Down, Right, Square, R2, Circle, L2 (this must be done quickly). Go back into the Options again and set the Difficulty to Amateur and turn Turbo Off. Go in the One-player Option and pick Bomber. Go back to the Title Screen again and press R2, R1, L1, L2, R2, R1, L1, L2 (this must be done quickly). Now choose your racer and pick Single Track at the Choose Race Type Screen. You will see that all the tracks are available including the alternate tracks!

To race as the mysterious Enigma, go into the Options and set the Difficulty to Master and the Laps to 6. Go back to the Title Screen and press Left, Square, Down, Triangle, Right, Circle, L1, R1 (this must be done quickly). Enigma will now be available from the Select Rider Screen.

K1: The Arena Fighters

Boss, Strength, See Ending

These tricks will give you a few new options to utilize.
Boss Code: Choose "Team Battle" from the Main Menu Screen. When the Character Select Screen appears, press Up, Up, Down, Left, Right, Left, Right, Start. Master Ishii will appear to the right of the other fighters.
Strength Adjust: During a match, press Start to pause. Then press L2, R1, L1, R1, L2, R1. You will see numbers flashing on the left and right side. Use the directional pad to move numbers up or down for each character so you can increase or decrease your chosen player's strength between 1 and 9.
See the Ending: Turn on the PlayStation with the K-1 disc inside. Now hold L1+L2+Triangle+Circle+Left on both controllers while the game loads. Continue to hold them until the demo begins. Instead of the normal intro, you will be treated to the ending cinema, complete with the game credits. This cinema will show what the fighters had to go through in the development of the game.

Machine Hunter

Various Cheats

These passwords will give you the most incredible tricks for this game! Just access the Passwords Option from the Title Screen and enter the following codes for the results shown below. You will hear an explosion sound to confirm that they worked:
****URANUS****—Unlimited Continues
****SATURN****— View End Movie
SHOWCREDIT—Show Credits
NO MISSION (with space)—Activates exit areas without needing to complete goals
GRIMREAPER—One-shot kills
INVINCIBLE—Invincibility

Madden NFL 98

To enter these codes you must go to the Front Office option and then choose the Create-A-Player Option. From here, enter any of the following codes and then save the name. When you return to Exhibition Mode and to the Vs. Screen you will be able to select from the hidden teams and stadiums.

Hidden Teams
For Tiburon team enter: **Loin Cloth**
For EA Sports team enter: **Orrs Heroes**
For All Madden team enter: **Coach**
For All Time Leaders team enter: **Leaders**
For All 1960s team enter: **Pac Attack**
For All 1970s team enter: **Steelcurtain**
For All 1980s team enter: **Gold Rush**
For NFC Pro Bowl team enter: **Aloha**
For AFC Pro Bowl team enter: **Luau**
Hidden Stadiums
For Astrodome enter: **Jetsons**
For Cleveland stadium enter: **Dawgpound**
For Oakland stadium enter: **Snake**
For Tampa Bay stadium enter: **Big Sumbrero**
For Orange Bowl enter: **Dandaman**
For RFK stadium enter: **Olddc**
For Tiburon stadium enter: **Sharksfin**
For Wild West stadium enter: **Ghost Town**

MDK

Lots of Cheats

To use the following codes you first have to enable cheats. Pause the game, press Down, L1, Up, Square, then unpause the game. Pause the game again and enter the codes below:
Bones Airstrike: Down, Up, Circle, Down, Up, Down, L1.
Super Speed (use R2 for super speed): Right, Circle, Triangle, Circle, X.
No Death: Circle, Triangle, Triangle, Circle, Right, Up, Left, L1, Square
Nuke: Down, Up, Square, Triangle, Down, Circle, Circle, Right.
Dummy Decoy: X, L1, Right, Circle, X, Up, Square.
Gatling Gun: Left, L1, Down, Square, Triangle, Up, Down.
Sniper Grenade: Up, Square, L1, Left, Circle, Triangle, Square.
Homing Sniper: Left, Up, X, Square, L1, L1, Right.
Mortar: Left, L1, Triangle, Square, Right, Circle, Left, Left.
Seal (used on final level): Circle, Triangle, Triangle, L1, Right.
Bones Seal (final level): Triangle, Right, Circle, Left, Left, Circle, Triangle, Triangle, L1, Right
Cow Drop: Up, Down, Down, L1, Right.
World's Most Interesting Bomb: Down, Right, Circle, Circle, Left, Left, Up, Square, Triangle.
Thumper: Down, Up, Left, Left, Triangle, Up, Right, Down.
Twister: Down, L1, Square, Triangle, Right, Up, X.
Grenade: Triangle, Circle, Square, Square, L1, Right.
Level Select: Enter the Main Menu, press and hold L1, L2, R1, R2, then press Triangle, Up, Triangle, Circle, Right. The level select will flash on the screen and immediately release L1, L2, R1, R2.

Micro Machines V3

Awesome Debug Cheats

To get a Debug Mode in the game, pause and press Square, Up, Down, Down, Square, Circle, Circle, Triangle, X. Now you can do any of the cheats shown:
Blow up cars (including yourself): Press X+Triangle+Circle+Square.
Make your car computer controlled: Press and hold Select and then press Square.
Change the zoom feature: Press and hold Select and then hold L2 or R2 to zoom in and out.
Change the angle feature: Press and hold Select and then press the D-pad in any direction to rotate the screen.
Quit the race and get first place: Press and hold Select and then press X (not in Time Trials).
Behind the car view: Press Start to pause and then press Left, Right, Square, Circle, Left, Right, Square, Circle.

MK Mythologies: Sub-Zero

Game Cheats

Enter these codes in the Password Option to enable the following cheats.
10 Urns of Vitality: NXCVSZ
1000 Lives: GTTBHR
View Credits: CRVDTS
Ultimate Cheat: ZCHRRY (If you are killed using this cheat, quickly press L1 to fight Quan Chi or L2 to fight Shinnok.)

Monster Rancher

Build up Loyalty Meter

Here is an easy way to build up your loyalty meter. Once you have your monster, take it back and forth between the ranch and the town. Each time you do this, your loyalty meter goes up five points! However, you must use this in moderation. The more you do this trick, the stricter your style will become. Your monster will have a tendency to run away and destroy its home if your style gets overbearing, so be warned!

Secret Monster

To do this trick, your breeding status must be in master rank (R-10). Note: You must have another game called "Tecmo's Deception" to do this trick. When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Moto Racer

Many Cheats

Enter these codes on the Title Screen (with Start/Options).

View Credits - Press O, T, O, O, T, O, Up, Right, Left, X.

View Victory FMV Sequence - Press O, T, O, T, O, T, L1, Up, R2, X.

Enable All Tracks - Press Up, Up, Left, Right, Down, Down, O, R2, T, X.

Enable All Reversed Tracks - Press Down, Down, Right, Left, Up, Up, O, L2, T, X at the Title Screen.

Night Mode - Press Up, O, L1, Down, T, L2, O, Left, R1, X.

CPU Bikes Only Go 50 km/h - Press Down, Down, Down, O, L1, O, L2, Down, Down, X.

Reverse Mode - Press Left, Right, Left, Right, O, O, R1, L1, T, X.

Pocket Bikes - Press Up, Down, R2, L2, Down, Up, L1, X at the Title Screen.

Turbo Boost - Press Up, Up, Up, T, R1, T, R2, Up, Up, X at the Title Screen.

Namco Museum Vol. 4

Hidden Game

Go into the museum and from the information booth, go right and up the stairs. Now, turn to the left and you will see a room next to the game rooms called the X-Room. Go into this room and hold L1+L2+R1+R2+Up simultaneously. With these held, press Triangle. You will hear a sound and the room will flash white for a second. To the right of the dark room will be a woman with green clothes. Stand in front of her and press X. She will then disappear and you will be left with the pedestal in the middle of the room and the words "Assault Plus" flashing above it. Access the pedestal and the arcade game will be the new Assault Plus game!

NASCAR 98

Various Game Cheats

There are a few tricks here that will affect the type of car you have or add some kind of effect to it.

EA Sports Car: This trick can only be done in Exhibition Mode. Go to the Race Setup/Car Select Screen and highlight the Kenny Wallace car. Then hold X and press Up and Down.

Faster Car: To build a faster car you must go into the Car Setup Screen. From there put the pressure all the way up, the wedge all the way down, the rear spoiler all the way down and the gear ratios all the way up.

Pinnacle Car: This trick only works in Exhibition Mode as well. Go to the Race Setup/Car Select Screen and highlight Bobby Labontes' car. Hold X and press Up then Down.

NBA Hangtime

Cool Codes

Pick Enter Name from the "Choose Option" Screen. On the Name Entry Screen, put in one of the names and PIN numbers as shown below:

TURMEL 0322: Mark Turmell
DANR 0000: Dan Roan
DIVITA 0201: Sal Divita
ROOT 6000: John Root
SNO 0103: Sheridan Oursler
AMRICH 2020: Dan Amrich
PIPPEN 0000: Scottie Pippen (with hidden attributes)

NCAA GameBreaker '98

Secret Teams/Option Codes

Enter these codes at the Easter Egg Screen (keep pressing Down at the Title Screen to find it). The codes will enable a variety of hidden teams and extra options.

SC: Win all games in simulator.
BOOST: Give season team boost in simulator.
BEAT DOWN: Make season team all 99s in game.
JUMP: Change teams during a season.
GIMME: Activates all all-time teams.
BUILDER: Make a player with high attributes.
CREDITS: Show credits.
Ala 89: Alabama '89.
Ala 92: Alabama '92.
ASU 96: Arizona State '96.
Col 89: Colorado '89.
Fla 95: Florida '95.
Fla 96: Florida '96.
FSU 92: Florida State '92.
GB98: GameBreaker 98 All-star team.
Miami 83: Miami '83.
Miami 85: Miami '85.
Miami 86: Miami '86.
Miami 89: Miami '89.
Miami 91: Miami '91.
Miami 92: Miami '92.
Miami 94: Miami '94.
Mich 91: Michigan '91.
Neb 83: Nebraska '83.
Neb 91: Nebraska '91.
Neb 92: Nebraska '92.
Neb 93: Nebraska '93.
Neb 95: Nebraska '95.
Neb 96: Nebraska '96.
ND 89: Notre Dame '89.
ND 90: Notre Dame '90.
OSU 96: Ohio State '96.
Okla 79: Oklahoma '79.
Okla 87: Oklahoma '87.
Okla 79: Oklahoma '79.
Penn 78: Penn State '78.
Penn 82: Penn State '82.
Penn 85: Penn State '85.
W Vir 88: West Virginia '88.

NHL 98

Change Players

Enter any one of the following codes to allow you to play as characters with some rather unusual changes. Only one code may be entered at a time.

Mini Players: NHLKIDS
Huge Heads: BRAINY
Huge Players: BIGBIG
Stanley Cup Video: STANLEY
Huge Goalies/Small Players: PLAYTIME

Nightmare Creatures

Cheat Menu Code

On the Main Menu Screen, move down to the Enter Password Option and access it. Enter the code: Left, Up, Triangle, Down, Circle, Triangle, Square, Down. Then press Start. Move up to "Start Game" on the menu and access it. A new menu will appear that allows you to turn on or off unlimited continues and weapons, the option to play as a monster and a level select cheat. Choose any one of these before you begin your game.

One

All Weapons and Stage Select

At the Main Menu Screen, move over and choose the "Load Game" Option. Then pick "Enter Password." Put in one or both of these codes for the results as shown:

MAXPOWER - Gives you access to all the weapons.

HEVYFEET - Opens up the Stage Select Screen where you can choose to start from any of the six levels.

Tricks Hotlines

Are you stuck in the middle of a tough game? Try calling the company that makes the game! They'll be happy to hear from you. Really.

Acclaim	**(516) 759-7800**
Accolade	**(900) 454-HINT**
Activision	**(900) 680-HINT**
American Technos	**(408) 453-9828**
ASC Games	**(203) 655-0032**
Ascii	**(900) 288-2724**
Atlus Software	**(714) 852-2351**
Bandai	**(310) 926-0947**
BMG	**(415) 330-0600**
Capcom	**(900) 680-2583**
Crystal Dynamics	**(900) 737-4767**
Data East	**(900) 454-5435**
Eidos	**(900) 773-4367**
Electronic Arts	**(900) 288-4468**
Fox Interactive	**(900) 225-5436**
GT Interactive	**(970) 522-1797**
Hot-B	**(415) 568-9501**
Interplay	**(714) 553-6655**
Jaleco	**(847) 215-1811**
KOEI	**(415) 348-0500**
Kokopeli	**(900) 370-HINT**
Konami	**(900) 896-4468**
Lucas Arts	**(415) 507-4545**
Maxis	**(510) 933-5630**
Microprose	**(410) 771-1151**
Midway/Williams	**(903) 874-5092**
Mindscape	**(900) 737-4468**
Namco	**(900) 737-2262**
Ocean	**(408) 289-1200**
Playmates	**(714) 428-2112**
Psygnosis	**(900) 976-4468**
Ready Soft	**(905) 475-4801**
SCEA	**(900) 933-7669**
Sierra	**(900) 370-5583**
Spectrum Holobyte	**(800) 695-GAME**
Strategic Simulations	**(408) 737-6800**
Technos	**(408) 453-9828**
Tecmo	**(310) 787-2900**
T*HQ	**(900) 370-HINT**
Time Warner	**(408) 473-9495**
Trimark	**(310) 392-3243**
Ubi Soft	**(800) UBI-SOFT**
US Gold	**(900) 288-GAME**
Viacom	**(303) 739-4019**
Virgin	**(900) 288-4744**
VR Sports	**(714) 955-9592**

Pandemonium 2

Many Incredible Codes

From the Title Screen, access the Password Option. On the Password Screen, enter one of the codes as shown below:

GETACCES: This code opens up all the levels

Trick Archive

PS Strategies Online!

Check out *the Official PlayStation Magazine* Web site at **videogames.com**:

Blasto
Tekken 3
Breath of Fire III
Resident Evil 2
Castlevania
SaGa Frontier
and more

SKATBORD: Get Speed Greed after every level
HORMONES: Gives you maximum health
IMMORTAL: This code maxes out your lives
MAKMYDAY: Gives you a permanent weapon
NEVERDIE: Invincibility throughout the game
GENETICS: Gives you Mutant Mode
GONAHURL: Access to camera roll
JUSTKIDN: Monsters regenerate
ACIDDUDE: This gives you cool psychedelic textures

PlayStation Underground No. 2

Hidden Items

For now, here are some hidden goodies that have been discovered on CD #1:

MechWarrior II: unlimited ammo code: At the Main Menu, hold the Square, Triangle and Circle buttons simultaneously and then press X.

K-1 The Arena Fighters: combo moves: At the Main Menu, hold L1, R1 and R2. Then press L2.

Preview of Intelligent Qube: Inside the Imports Screen, press Square, Triangle and Circle at the same time rapidly.

Twisted Metal 2 fan: Inside the Download Screen, hold all four top L and R buttons simultaneously. With these held, press and hold Triangle and Circle. With all of these held, press Square.

Game tester picture: Inside the Research and Development Screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.

Blasto remark: Inside the Tech Q & A Screen, press Square, Triangle and Circle at the same time.

Peak Performance code: Inside the Bulletins Screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.

PlayStation Underground No. 3

Hidden Preview Moves

Put in the second CD of PlayStation Underground No. 3 and you will get to a Menu Screen (shown below). From here, you can access the hidden preview movies via a few cool codes:

Blasto: Press R1+R2. Hold them and press L1+L2. You'll get a Blasto preview movie.

Crash Bandicoot 2: Press Circle, Triangle, Square, Circle for the preview movie.

Spawn: Press Triangle, Circle, Triangle, Circle to get a Spawn preview movie.

Ray Tracers

New Vehicles

Race Tsumuji's car: Beat Time Attack Mode with the Rival turned on.

Race the Vestal: Beat the game using every car. You may save after winning with each car, but do not use any continues.

Race the B-Vestal: Beat the game using the Vestal.

Red Asphalt

Several Awesome Cheats

There are several codes that will give you some specials while in the game. Each must be entered in specific places while playing.Enter these at the in-game Pause Menu:

Invincibility - Hold R1 and R2 and press Up, Left, Right, Down, Triangle, Square, Circle, X.

Infinite Weapons - Hold R1 and R2 and press Left. Up, Right, Down, Square, Triangle, Circle, X.

Unlimited Nitro - Hold R1 and R2 and press Down, Down, Down, Circle, Circle, Circle.

Enter these codes at the Main Menu Screen:

Big Cars - Hold R2 and L2 and press Up, Up, Up, Square, Square.

Play as Boss Cars - Hold down L2 and press Left, Right, Down, Up, Square, Circle, X, Triangle.

Unlimited Cash - Hold L2 and R2 and press Left, Left, Right, Right, Square, Square, Circle, Circle.

If these codes are entered correctly you will hear a sound to confirm it.

Resident Evil 2

Secret Characters and Costumes

To get Hunk you must beat the second scenario with the best rating. When the rating comes up on the screen you will be able to save the scenario with Hunk as the character.

To get Tofu you must beat six scenarios in a row and get Hunk by the end of the first or second scenario.

To get the alternate costumes you must first go and kill the Brad Vickers zombie. To meet him you must play through most of the beginning without picking up a single item. Make your way all the way to the front of the police department. When you get to the gates of that place take the lower stairs around the front yard. There you will find the zombie. Once you encounter him you can try to kill him with what you have or go past, pick up some weapons and come back. Once you kill him, search the corpse and you will find a key. Take that key to the first floor of the police department and go to the west wing save point. In the room below the stairs you will find a locker that is locked. The key will open it and you will find your new costumes. For Claire you have one choice but get a new gun; Leon has two choices and his weapons will fire faster.

Robotron

Power-up Cheats

Many times you have to collect a certain amount of items or kill off enemies to gain special power-ups. There must be an easier way to get those items. Here are the key combinations to most of the power-ups in the game. Just enter them while playing within your game.

For the Flamethrower enter: Down, Right, Down, Right, Circle.

For the Pulse Wave enter: Up, Circle, Down, Right, Square.

For the Speed Boost enter: Left, Left, Right, Right, Triangle.

For the Shield enter: Down, Left, Square, Circle.

For the Two-Way Weapon enter: Up, Triangle, Up, Triangle.

For the Three-Way Weapon enter: Right, Right, Square, X.

For the Four-Way Weapon enter: Down, Down, Up, Circle.

Skullmonkeys

Super Cool Passwords

These passwords will give you passwords to different levels of the game with many lives to boot! Just access the Password Option from the Main Menu and enter any of the codes as shown:

YNT Weeds with 40 lives - X, Circle, X, Triangle, Square, Triangle, Square, Circle, X, Circle, Triangle, Square.

YNT Mines with 72 lives - X, L2, Triangle, R1, L1, X, L2, Square, Triangle, L1, Square, R1.

YNT Eggs with 10 lives - Triangle, Square, Circle, Triangle, X, Square, Circle, Triangle, Square, X, Triangle, Square.

YNT Eggs with 65 lives - Square, X, Circle, Triangle, Triangle, X, Square, Circle, Triangle, Circle, X, Square.

Elevated Structure of Terror with 74 lives - Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X, X.

Evil Engine #9 with 47 lives - R2, R2, Triangle, L2, L1, R1, R2, L2, L1, R2, Triangle, X.

Evil Engine #9 with 60 lives - L1, R2, R1, L2, L1, R1, L2, R2, L1, R1, R2, L2.

Monkey Mage with 23 lives - R2, R1, L1, R2, R1, L2, L1, R1, L2, L1, R2, L2.

Glenn Yntis with 22 lives - R2, R1, L2, R1, L1, X, L2, L1, X, Triangle, L2, L1.

Shards with 71 lives - R2, R1, Circle, L2, R2, L2, R1, L1, R2, Triangle, L2, Square.

Castle De Los Muertos with 63 lives - R2, L2, L1, R2, L2, R1, L1, R2, L2, L1, R2, L2.

Klogg with 55 lives - R2, L1, R1, L2, L1, R1, R2, L2, L1, R2, R1, L2.

Worm Graveyard with 30 lives - R1, R2, L2, R2, R1, Square, Triangle, Circle, L1, X, Square, Triangle.

Monk Rushmore with 31 lives - R2, L2, R1, L1, R2, L2, R1, X, L1, R2, L2, X.

Monk Rushmore with 55 lives - R2, L1, R1, L2, X, Circle, X, R2, L2, L1, R1, R2.

Skullmonkey Gate with 54 lives - R1, L1, R2, L2, L1, R2, L2, R2, L2, L1, R2, L2.

Skullmonkey Gate with 61 lives - L2, R2, L1, R2, L1, R1, R2, L2, L1, X, R2, X.

Skullmonkey Gate with 84 lives - L1, R1, L2, R2, R1, L1, L2, R2, R1, L2, R2, R1.

Speed Racer

All Cars, Course Select Codes, etc.

These tricks will give you some cool, new options:

Access All Cars - At the Car Select Screen, press and hold these buttons in this order: R1+R2+L1+L2+Select+Down+Triangle. Now let go and scroll Left or Right to see all the extra cars you can choose.

Course Select Codes - At the Course Select Screen, do these codes:

Night Only Race - Hold R1+R2 and press the X button.

Day Only Race - Hold L1+L2 and press the X button.

Dusk Only Race - Hold R1+R2+L1+L2 and press the X button.

Two Extra Views - During a race, press Start to pause the game. Press Right five times, then Left five times.

Unpause the game and use the zoom buttons to get additional views.

Smash the Start (Check) Sign - Activate the Rotary Saws on either the Mach 5 or the Demon. Then use the Auto Jacks to attack the sign.

Star Wars: Masters of Teräs Käsi

Invisible Lightsaber Trick

While playing as Luke Skywalker, perform the super (four Force Bars) lightsaber throw. While the lightsaber is still in the air, press R2 a few times and hold R2 until the saber returns to Luke's belt. From this point on the lightsaber is invisible whenever Luke isn't moving, for as long as the round lasts.

Street Fighter Collection

Play as Akuma and Cammy

To play as Akuma, pick Super Street Fighter II Turbo on Disc 1 and choose the Arcade or Versus Mode. Now highlight Ryu. Press and hold L1 and then immediately press R1. Akuma's shadow will appear. Cammy is hidden on Disc 2 of the collection. To get her you must first play through with M. Bison and get a first-place score. Enter your initials as CAM. She will now be available for VS. and Training Modes only. To get her, highlight Bison and press Start twice on him.

Street Fighter EX+ α

Hidden Bonus Barrel Game

To get the bonus barrel game, go to the Mode Select Menu and highlight "Practice." Press Start, then Up, Up, Right, Up, Right, Up and Start again. A message will appear that says, "Here Comes a New Game Mode." Now go into Practice Mode and you will see a new option called "Bonus Game." Choose any character, and you will be playing the bonus barrel stage from Street Fighter II.

Aluminum Bat for Cracker Jack

To switch from Cracker Jack's wooden bat to an aluminum one enter the following code: Select Cracker Jack, then press and hold Up+Square+Circle+R1+R2 until the match begins.

Test Drive 4

Nitro Boost, Small Cars

There are even more codes you can use from a Single Race game. You must race a track and get a course record (the Drag Race is the easiest). Then enter these codes as the names:

To get a nitro boost every time you honk your horn enter: WHOOOOSH

To get small RC cars enter: MJCIM.RC

Thunder Truck Rally

Game Cheats

Here are a few codes to enter before you take your favorite monster truck to the track. To access them, go to the Main Menu Screen and enter the following for various results. You will hear a burp, if entered correctly.

For Big Trucks enter: L1, R2, L2, R1 and Up. Then begin your race and your truck will have a new shape!

For No Damage enter: Left, Left, Left, Left, Up, Down, L1 and R2. Then begin your race without any worries of breaking down on the track!

For Super Car enter: L2, Left, Right, Up, Down, R2. Then begin your race and zoom ahead to first position.

Time Crisis

Nine Lives/Weapons Reload

This cool 3D shooter comes with a couple cheats you can easily access by following these methods. To enable the Cheat Mode, go to the main Title Screen and shoot at the center of the R in the word CRISIS. Then shoot twice directly inside the crosshairs next to the word TIME. If your shots are accurate a Cheat Menu should appear with a few extra options to choose from. You can begin your next game with nine lives! The other trick is to take the second controller, while in your game, and press the X, Square, Circle or Triangle buttons. This is an alternate, possibly easier method to reload your weapon or to hide from enemy fire.

Tomb Raider

Level Skip

Through the many rumors of there being a Level Skip code for the PlayStation version, one actually came true! To access the Level Skip, just begin playing within your game and then hit Select. While in the Inventory Screen, enter the code: L2, R2, L1, Circle, Triangle, L1, R2, and L2. Now, when you return to your game you should then proceed to the next level of the game! You could even use it to get to the end, but you don't really want to do that, right?

Wild Arms

255 Item Cheat

This trick will give you 255 duplicates of the items in your inventory. There are a few different ways to do this trick, depending on the number of items you have. During battle, access the "Fight" icon and then choose the "Item" icon after that. Pick the item you want to duplicate and make sure you only have one of that item. Now, make your first character (Rudy) use a Heal Berry. Have the next character (Jack) also use a Heal Berry. Have the third character (Cecilia) go into the Item Screen and switch the position of the Heal Berry with the item you want duplicated. After you do this, exit the screen and choose the "Defend" icon. The battle will start. After the battle is over, go back into your items and you will see that you have 255 of the item you switched with the Heal Berry!

If you have more than one item, but you want 255 of that item, do the trick this way: When it's your turn in the battle, have your first character use a Heal Berry. Make your second character go into the Item Screen and switch the Heal Berry with the item you want to duplicate. Then exit the screen and choose the "Defend" icon. Have your third character just choose the "Defend" icon. After the battle is over, go back into your items and the item you wanted duplicated will be missing and replaced with an empty slot. Do the trick once again for the next battle, but this time, have the second character put the Heal Berry in the empty slot. After the battle ends, go into your items and you'll have 255 of that item. Also, to get 255 Heal Berries, do the trick as you would if you wanted to duplicate an item that had more than one. But this time, put the Heal Berry in an empty space below the other items and do the trick.

Are you a true GAMER? Then you're a MIXXER!
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MAGIC KNIGHT RAYEARTH
HARLEM BEAT
MIXX
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Two man enter, one man leave! Two man enter, one man leave!

Simply Cinema esc 300

Simple and sparse aren't terms you normally associate with Home Theater equipment, but that's exactly what the esc 300 system is in terms of design. That description, however, isn't indicative of the sound that pumps out of five diminutive speakers and the subwoofer which doubles as a receiver (dolby surround). The JBL system is a snap to set up (it took me about 10 minutes to attach wires and speaker stands) and blends in well with any living area. The speakers and stands also come in white to further conceal their presence. The system sounded great when playing music from our PlayStation and it handled a wide range of games (Tekken 3, MLB 99, Vigilante 8, Bushido Blade 2 and every game on this month's demo disc) with plenty of punch. The esc 300 isn't cheap, but it's a good value when you rate it against comparable Home Theater systems in the same price range.

JBL **$1099**

✪✪✪✪

✪✪✪✪✪ 5G No question, this should be in your home
✪✪✪✪ 4G Recommended, very cool
✪✪✪ 3G Pretty good, check it out
✪✪ 2G Below average
✪ 1G Very lame

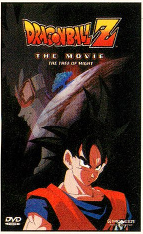
Laser Tag Stinger

The halls of *OPM* have experienced an unrivaled era of peace since the last Laser Tag battles were waged, but no longer. Tiger has released the latest addition to their Laser Tag line which features a wide range of styles and sizes. First up is the Laser Tag Stinger which is a sleek rifle-like blaster complete with a removable target that you can wear (pictured to the left) or leave on the gun. This is for those cool guys who don't like odd pieces of plastic hanging off their shirt, but have no problem lugging around futuristic space guns that emit laser beams. One of the newest features the Stinger has is "hit vibration" which lets you know when someone's got your number. Rounding out the list is an illuminated LED scope which will help you target an enemy in style. The range of the Stinger is reportedly a whopping 350 feet which is considerably longer than the Laser Tag guns previously released. As cool as the Stinger is, bigger is always better and they don't come much more so than having your own personal bazooka. The B.L.A.S.T. is actually three weapons in one. It's first use is a high-tech rifle which remains accurate in bright sunlight up to 350 feet. Second, it's a Bazooka (duh) that fires a wide beam up to 200 feet. Lastly, it's a mortar complete with flip-down legs showering hapless opponents with a powerful beam of death! Like the Stinger, the B.L.A.S.T. has "hit vibration," but also packs in a recoil when the unit is fired. An LED scope rounds out the package with the added convenience of score tracking. There's no word yet on how many batteries these things will eat up or what the life expectancy is on them. " One has to wonder how heavy the B.L.A.S.T. will be when loaded with a full complement of batteries. Both of these should be available by the time you read this.

Tiger Electronics
$29.95 (Stinger) **$49.95** (B.L.A.S.T.)

New Laser Tag weapons offer maximum laser destruction, but no built-in virtual pet. Technology still has a ways to go.

DragonBall Z



Anyone remember the Dragon Ball Z PlayStation game that was released a couple months back? Anyone? Needless to say, it wasn't very memorable, but perhaps these two movies will appease DBZ fans. Pioneer has released the first two *Dragon Ball Z* movies, *Dead Zone* and *Tree of Might* on the wonderful DVD format. The stories are entertaining and the picture quality is incredible considering how bad the quality of the U.S. re-broadcast cartoon series looks. Be warned that understanding of the events in these features requires prior TV series knowledge. Both discs are loaded with nice bonus material which include deleted scenes from the TV series and animated bio clips. The bad news is that the alternate Japanese soundtrack is in a very poor quality mono. Unfortunately, fans who don't like the U.S. voices will be out of luck.

DRAGONBALL Z
THE MOVIE
DEAD ZONE
PIONEER
DVD

Pioneer DVD **$29.95 each**

✪✪✪◐

Dual Shock Controller

Shrouded in a veil of mystery for the past few months, the Dual Shock Controller has now officially been released in the United States. The domestic version of the controller is identical to its Japanese brethren with the exception of the serial numbers. We've said this before in our import review of the unit and we'll say it again, the Dual Shock controller is the controller to have. The rubber-tipped analog sticks are an improvement over the previous analog controller plus you get two separate channels of rumbling goodness (without a battery pack no less). Developers can use the vibration to give stereo-like effects that weren't possible before. The only gripe we have is that the overall size is smaller than the older analog pad. Games like Tekken 3 (rumble only), Vigilante 8 and Gran Turismo all utilize the dual shock in crucial ways. Combine that with the sheer amount of titles that will have support for the thing in the coming months and you have a controller that you shouldn't be without.

SCEA **$29.95**

✪✪✪✪◐

Demo Disc

If a picture is worth a thousand words, a playable demo is worth a million

Gran Turismo

Players	1 or 2	Developer	SCEI
Availability	Now	Publisher	SCEA
Analog Controller	Yes	Genre	Sports/Racing

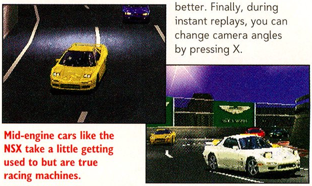
✕	Accelerate
○	E-Brake
□	Brake
△	Reverse
L1	Rear View
L2	Down Shift
R1	Change View
R2	Up Shift

Did You Know?

There probably would have been many more U.S. cars in Gran Turismo had it not been so costly to license so many of them.

As last month's cover of *OPM* proudly (and loudly) proclaimed, we consider SCEA's Gran Turismo to be the world's greatest racing game. We don't just say that for the heck of it! In addition to garnering a perfect five-disc score, GT also earned top honors in our "PlayStation's 10 Greatest...Racing Games" feature. Now, this demo disc will let you find out for yourself what all the hype is about.

First, let us explain a few undocumented items—it's what we do. After selecting the desired difficulty setting, you may choose one of three different cars: the Honda (Acura in the United States) NSX, Subaru Impreza WRX and Chevrolet Corvette. Don't like the color? No problem—it can be altered by simply pressing up or down while the Car Select Screen is displayed. Selecting Drift Driving Style makes it easier to perform inertial drifts, while Standard makes your car hug the road better. Finally, during instant replays, you can change camera angles by pressing X.



Mid-engine cars like the NSX take a little getting used to but are true racing machines.

Tomba!

Players	1	Developer	Whoopee Camp
Availability	July	Publisher	SCEA
Analog Controller	No	Genre	Platform

✕	Accept/Jump
○	Cancel/Attack
□	Run/Talk/Read
△	Item Screen
L1	(+ direction) change view
L2	Not used
R1	(+ direction) change view
R2	Not used

Where Are They Now?

Whoopee Camp, the developer of Tomba! consists of many people that worked on Mega Man, Bionic Commando and Ghouls 'N' Ghosts.

Tomba! is a game that is in a category all its own. It can best be described as a platform/role-playing hybrid presented in a unique "two-and-a-half" dimensional perspective. Honestly, it's something that needs to be played to be truly understood. See how a demo disc comes in handy?

Anyway, onward to the game. You must guide Tomba, a pink-haired, pig-ridin' wild boy, through literally dozens of sub-missions before achieving your ultimate objective. Unlike traditional platform games, you must talk to other characters and find scores of unique items to help you on your very long quest.

While playing, don't forget Tomba can jump from background to foreground. Furthermore, if you're having difficulty clearing the fog, check out the mailbox at the beginning of the level. And finally, to acquire the Animal Dash from Charles the monkey, you must bribe him with a certain item. What item might a monkey find a-"peal"-ing?

Tomba can perform giant swings that would make Olympic gymnast Carrie Strugg jealous. Use them to vault to new heights.

The Granstream Saga

Players	1	Developer	Shade
Availability	Now	Publisher	T*HQ
Analog Controller	No	Genre	RPG

✕	Weapon Attack
○	Shield
□	Magic Attack
△	Menu
L1	Rotate Camera
L2	Weapon Attack
R1	Rotate Camera
R2	Shield

You Wanna Know!

The Granstream Saga is the first U.S. PlayStation game to feature full rear nudity, as shown (in part) in the screen shot to the right.

We've been playing this Zelda-like, anime-inspired action/RPG for months. Now you can, too.

What makes this demo cool is that it is like three demos in one in addition to a couple of movie clips and a Boss encounter. As if that's not enough, you also get to check out a regular level from the game!

Getting down to business, remember to sidestep and dodge repeatedly during fighting. Each enemy has his/her own attack patterns. Study them to learn how to anticipate their attacks. Also, be sure to check out your inventory. The developers have generously provided a number of cool weapons, spells and other magical items for your use in this demo. Be careful when opening treasure chests—some of them may contain a nasty surprise.

If you like the complex story lines and character development of RPGs but are turned off by the occasionally tedious and artificial nature of turned-based combat, The Granstream Saga is the game for you.

Yikes! This Granstream Saga cinema is the "steamiest" to ever appear on an OPM demo disc. We're not complainin'.

Jersey Devil

Players	1	**Developer**	Malofilm Int.
Availability	Now	**Publisher**	SCEA
Analog Controller	Yes	**Genre**	Action

Jersey Devil is the new 3D action/platform title from Malofilm Interactive and SCEA. The title character of the game comes from a legend dating back to 18th-century New Jersey, where a distraught mother, pregnant with her 13th child, remarked she would rather have a devil than another baby. As legend has it, she got her wish—the baby was born with the body of a kangaroo, the head of a dog and the wings of a bat. Such is life.

While playing this demo, you'll need to spell K-N-A-R-F to open locked doors. Yellow pumpkins restore Jersey's energy, while orange ones can be collected to earn an extra life.

The game reflects the signature style of Malofilm, maker of numerous children's CD-ROMs.

✕	Punch/Tailstrike/Throw
○	Crouch
□	Jump
△	Push/Pick up/Glide
L1	Not used
L2	Rotate Camera Left
R1	Status On/Off
R2	Rotate Camera Right

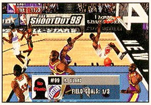
NBA Shoot Out 98

Players	1 or 2	**Developer**	SISA
Availability	Now	**Publisher**	SCEA
Analog Controller	No	**Genre**	Sports/Racing

Sony added a host of improvements and changes to this year's addition of their marquee hoops sim. Among them are tons of new player animations, updated Icon Passing and Cutting, a brand-new playbook, plus 30 signature dunks—including Kobe Bryant's between-the-legs dunk and Shaquille O'Neal's house-rocking, two-handed gorilla jam.

Play modes include Exhibition, Tournament, Regular Season, Playoffs, Finals and the NBA All-Star game. Shoot Out also has a draft and full-season stat tracking. We're not gonna give you any hints on gameplay, since we assume if you play the game you know basketball. Alright, just to cover our bases, we'll tell you that you need to get the ball in the basket.

SCEA's Total Control Dunking lets you perform a wide variety of rim-rocking dunks at will.



✕	Jump Shot/Steal
○	Pass/Switch defenders
□	(+ X) Slam Dunk/Turbo
△	(+ Circle) Alley-Oop/Block
L1	Activate TCD
L2	Bring up passing icons
R1	(+ direction) Spin move
R2	Brings up cutting icons

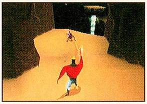
Blasto

Players	1	**Developer**	SISA
Availability	Now	**Publisher**	SCEA
Analog Controller	Yes	**Genre**	Action

When Uranus is in trouble, who ya gonna call? Barrel-chested, babe magnet Captain Blasto—that's who!

One of the most warped games ever, Blasto is populated by giant blue chickens and something known only as The Evil Dark Creatures With Spooky Red Eyes. Plus, the game features the voice of *Saturday Night Live*'s Phil Hartman. But let's talk about something more pleasant, like gameplay.

As you're playing you might find yourself having trouble with a particularly nasty jump. This could be remedied if you elevate the camera, by pressing L1 and Up. To lock the camera into this position, press L2. L1 returns it to its original position.



When the planet is overrun by evil Pear Troopers, Captain Blasto has got to wipe Uranus clean! We love easy jokes, see?

✕	Jump/Swim/Jet Pack
○	Special Weapon
□	Shoot
△	Press Button
L1	Camera Sniper Mode
L2	Dodge Left
R1	Walk/Hover
R2	Dodge Right

Speed Racer

Players	1	**Developer**	Tomy
Availability	Now	**Publisher**	Jaleco USA
Analog Controller	No	**Genre**	Sports/Racing

Here he comes. Here comes Speed Racer! And he's driving onto this month's demo disc courtesy of Jaleco (every magazine feels compelled to do a take-off on the jingle, so that was ours, alright?)

Here, you can finally take the Mach V for a test spin—but only on a closed oval track suspiciously reminiscent of Daytona USA (it's a demo!). Feel free to try out the Mach V's numerous gadgets. However, they won't help too much. Unlike later tracks, the oval has no shortcuts Speed may utilize. In later races, Speed can use his auto-jacks to jump certain barriers and saw through entire forests with the aid of his trusty rotary saws. And hell, he can even go underwater!

The U.S. version of Speed Racer contains Alpha Team's remixed version of the classic TV series' theme song.

✕	Gas
○	Activate Special Function
□	Brake
△	Beat Chim-Chim senseless
L1	Change Special Function
L2	Change Camera View
R1	Change Special Function
R2	Change Camera View

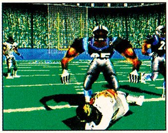
Demo Disc

If a picture is worth a thousand words, a playable demo is worth a million

NFL Xtreme

Players	1 or 2	Developer	SISA
Availability	July	Publisher	SCEA
Analog Controller	No	Genre	Sports/Racing

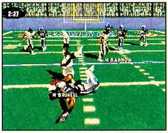
Thanks to higher polygon counts, NFL Xtreme's players are much more buff than their counterparts in NFL GameDay.



From the makers of NFL GameDay comes NFL XTreme, an in-your-face game of five-on-five football. Helmets will fly as all 30 of your favorite NFL teams collide in this arcade-style sackfest. Because of the smaller-than-usual rosters, it was possible for the development team to make NFL Xtreme's players larger and more detailed than those found in any other PlayStation football sim to date. Plus, these players are very animated as they include more than 50 celebrations and taunts that are great for adding insult to injury.

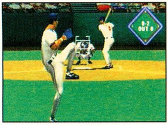
While Blitz comparisons are inevitable, SISA insists they were hard at work on NFL Xtreme long before Midway's gridiron monster appeared in arcades. Nevertheless, NFL Blitz fans should at least want to give NFL Xtreme a careful look.

Clotheslines, late hits, taunting—it's anything goes when there are no "zebras" on the field.



MLB 99

Players	1 or 2	Developer	SISA
Availability	Now	Publisher	SCEA
Analog Controller	No	Genre	Sports/Racing

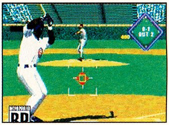


Thanks to extensive motion capturing, most marquee pitchers in MLB 99 wind up just like their real-world counterparts.

MLB is back and better than ever with MLB 99. There's a various amount of improvements that make this a better game than last year's, ranging from aesthetic upgrades to tons of new features.

Some of the highlights include Total Control Batting (lets you guess what zone of the player the pitches are coming to) and Total Control Fielding (lets you perform some nice grabs). The most intriguing feature, however, is a Spring Training Mode that allows you to create a player, and then develop him so he can earn a spot on a Major League roster. He might find himself on one of the new expansion teams found in the game (Arizona Diamond Backs and Tampa Bay Devil Rays).

So as you can see, if you're looking for a realistic and fun game, MLB is probably the game for you. But you don't just need to take our word for it, take a look at the disc.

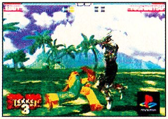


Sony's new Total Control Batting takes the guesswork out of hitting.

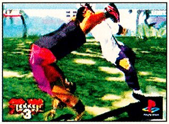
Tekken 3

Players	1 or 2	Developer	Namco
Availability	Now	Publisher	Namco
Analog Controller	No	Genre	Fighting

Unlike most characters in the game, Eddy's complex, dance-like moves were provided via motion capturing.



If you're a hardcore fighting fanatic, odds are you already own this one. If you're a newcomer to the genre or purchased a PlayStation only recently, you simply have to give Tekken 3 a try. The game remains one of the fastest and most intense fighting games ever, despite the lack of fireballs or other fantastic moves.



As you can see from this non-playable demo, very little visual detail was sacrificed for the PlayStation conversion of the arcade hit. The pseudo 3D backgrounds had to be sacrificed, but that's about it. Plus, Namco has gone above the call of duty and provided some cool new extras, such as Volleyball Mode, Theater Mode and Force Mode—a side-scrolling, Final Fight-style minigame. There are even a number of hidden characters to find, such as Gon the dinosaur and Yoshimitsu's creator, Doctor B.

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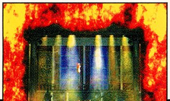
Next Month

A look ahead at our next issue

August 1998

Official U.S. PlayStation Magazine



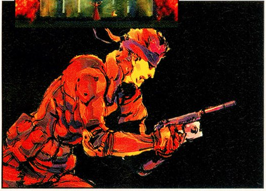
Post-E^3 wrap-up

Assuming we survive the late-night parties and the Atlanta heat, we'll give you the scoop on the hottest games, events and happenings of the world's biggest video game show, the Electronic Entertainment Expo. The PlayStation dominated last year's show. Will history repeat itself, or will a surprise hardware roll-out from Sega or Nintendo steal all the headlines? If you want to know how video gaming is going to shape up for the remainder of this century, don't miss our next issue!

Plus, we'll be joining one of the hottest software publishers in the trenches of the show floor to find out how a game company prepares for an undertaking of E^3's magnitude. Share in their victories, defeats and post-show hangovers in this exclusive inside look.

We'll also have 10 facts you've never heard about 1998's most eagerly anticipated game—Metal Gear Solid—plus a ton of new screens, artwork and other stuff too cool to divulge.

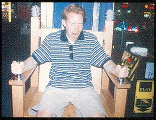
As always, expect the most insightful reviews, previews and strategies in the business—all in the next issue of *Official U.S. PlayStation Magazine.*



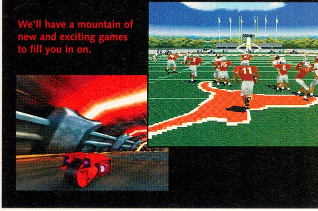
Think you know all there is to know about Konami's forthcoming blockbuster Metal Gear Solid? Think again! We'll blow the lid off this hot title next month.

ELECTRONIC GAMING MONTHLY

No doubt the editors of *EGM* will have a bundle of new games to show off after E^3. Highly anticipated titles such as Extreme G 2 and GameBreaker 99 will be played for the first time by human hands. Plus, we'll bring you an in-depth feature on Tomb Raider 3, including interviews with developers and first-look pics of this souped-up sequel. Do you know what an LBE is? If not, you're in for some schoolin' compliments of *EGM*'s philanthropist-at-large, Crispin Boyer. Cris takes you on a cross-country tour of the hottest adult-oriented arcades across the United States.



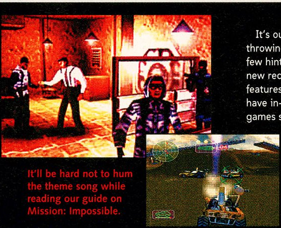
We'll have a mountain of new and exciting games to fill you in on.



Check Out Our Next Demo Disc!

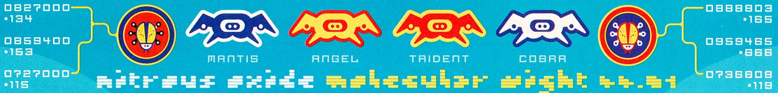
- Turbo Prop Racing
- Tekken 3
- Duke Nukem: A Time to Kill
- Lunar: Silver Star Story
- Ninja
- Metal Gear Solid

EGM^2



It's our big FIVE-OH issue, and *EGM^2* will be throwing in a few surprises to celebrate! Want a few hints on what to expect? How about a cool new redesign, numerous exclusives and special features...just to name a few. As always, we will have in-depth strategy guides on all the latest games such as part two of our Banjo-Kazooie guide. Also next issue look for mega guides on the highly anticipated Mission: Impossible and the Twisted Metal-style shoot-and-drive game Vigilante 8.

It'll be hard not to hum the theme song while reading our guide on Mission: Impossible.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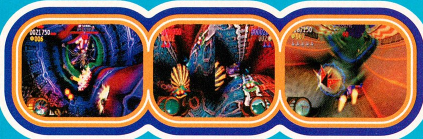
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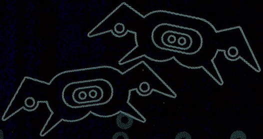

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